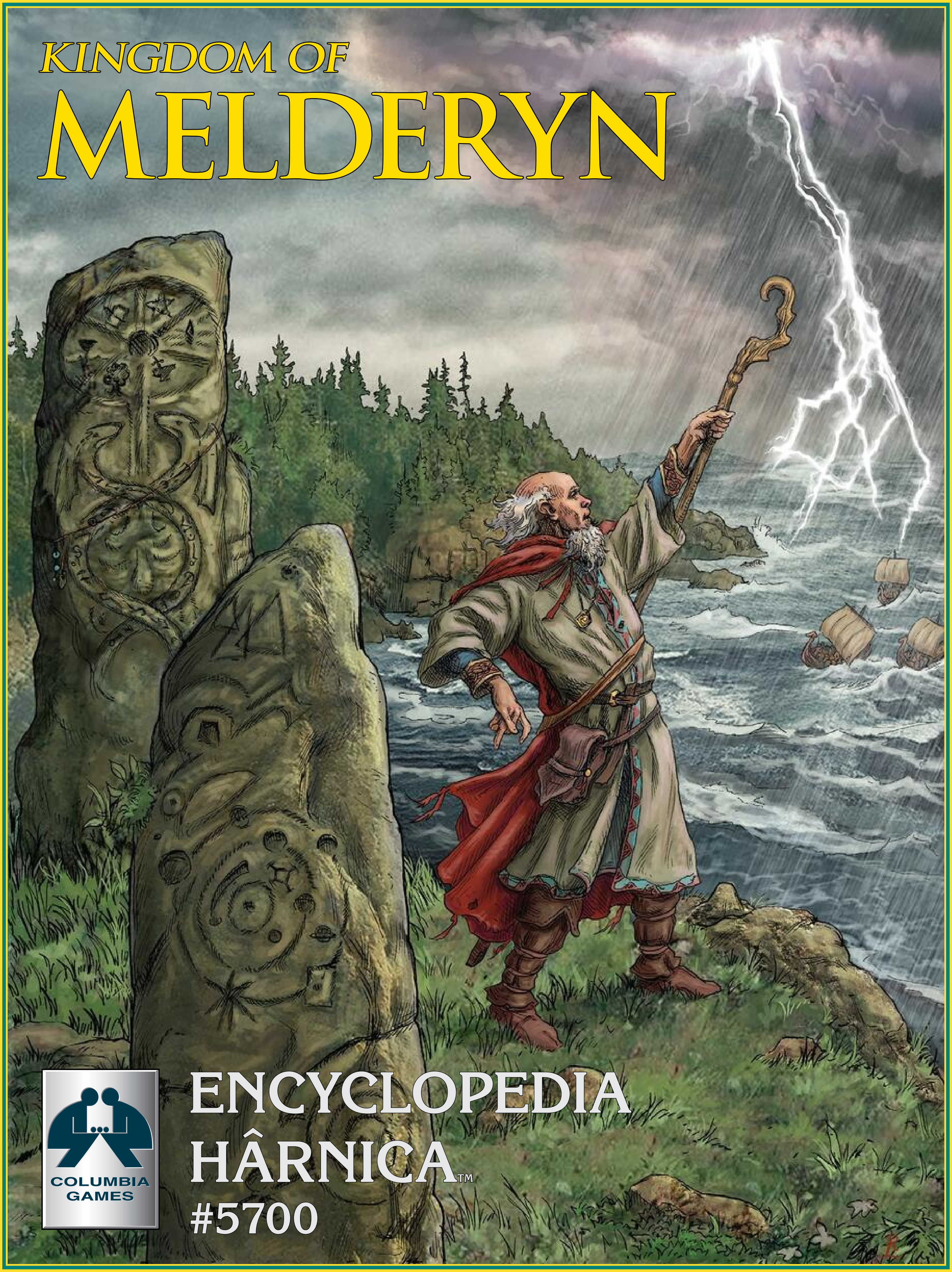
KINGDOM OF MELDERYN



ENCYCLOPEDIA HÂRNICA™
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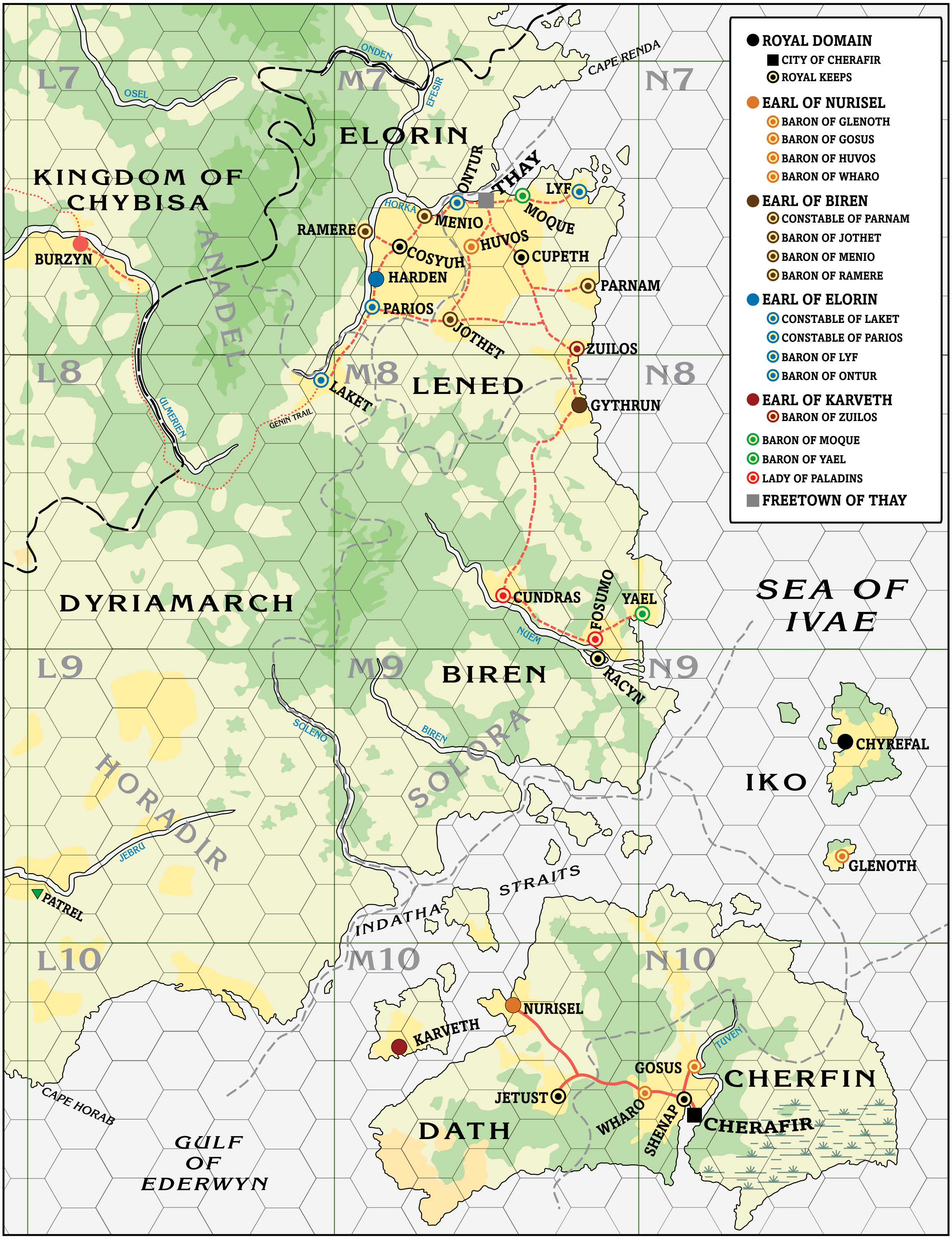
POLITICAL MAP MELDERYN 1


ROYAL DOMAIN
CITY OF CHERAFIR
ROYAL KEEPS
EARL OF NURISEL
BARON OF GLENOTH
BARON OF GOSUS
BARON OF HUVOS
BARON OF WHARO
EARL OF BIREN
CONSTABLE OF PARNAM
BARON OF JOTHET
BARON OF MENIO
BARON OF RAMERE
EARL OF ELORIN
CONSTABLE OF LAKET
CONSTABLE OF PARIOS
BARON OF LYF
BARON OF ONTUR
EARL OF KARVETH
BARON OF ZUILOS
BARON OF MOQUE
BARON OF YAEL
LADY OF PALADINS
FREETOWN OF THAY
L7
M7
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L8
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L9
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M10
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ONDEN
OSEL
EFESIR
CAPE RENDA
ELORIN
KINGDOM OF CHYBISA
ONTUR
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HORKA
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COSYUH
HUVOS
CUPETH
BURZYN
ANADEL
HARDEN
PARNAM
PARIOS
JOTHET
ZUILOS
LAKET
LENED
GYTHRUN
ULMERIEN
GENIN TRAIL
CUNDRAS
FOSUMO
YAEL
DYRIAMARCH
SEA OF IVAE
NUEM
RACYN
BIREN
SOLENO
BIREN
SOLORA
CHYREFAL
IKO
HORADIR
JEBRU
GLENOTH
STRAITS
PATREL
INDATHA
NURISEL
KARVETH
TUVEN
GOSUS
CHERFIN
JETUST
WHARO
SHENAP
CHERAFIR
CAPE HORAB
DATH
GULF OF EDERWYN

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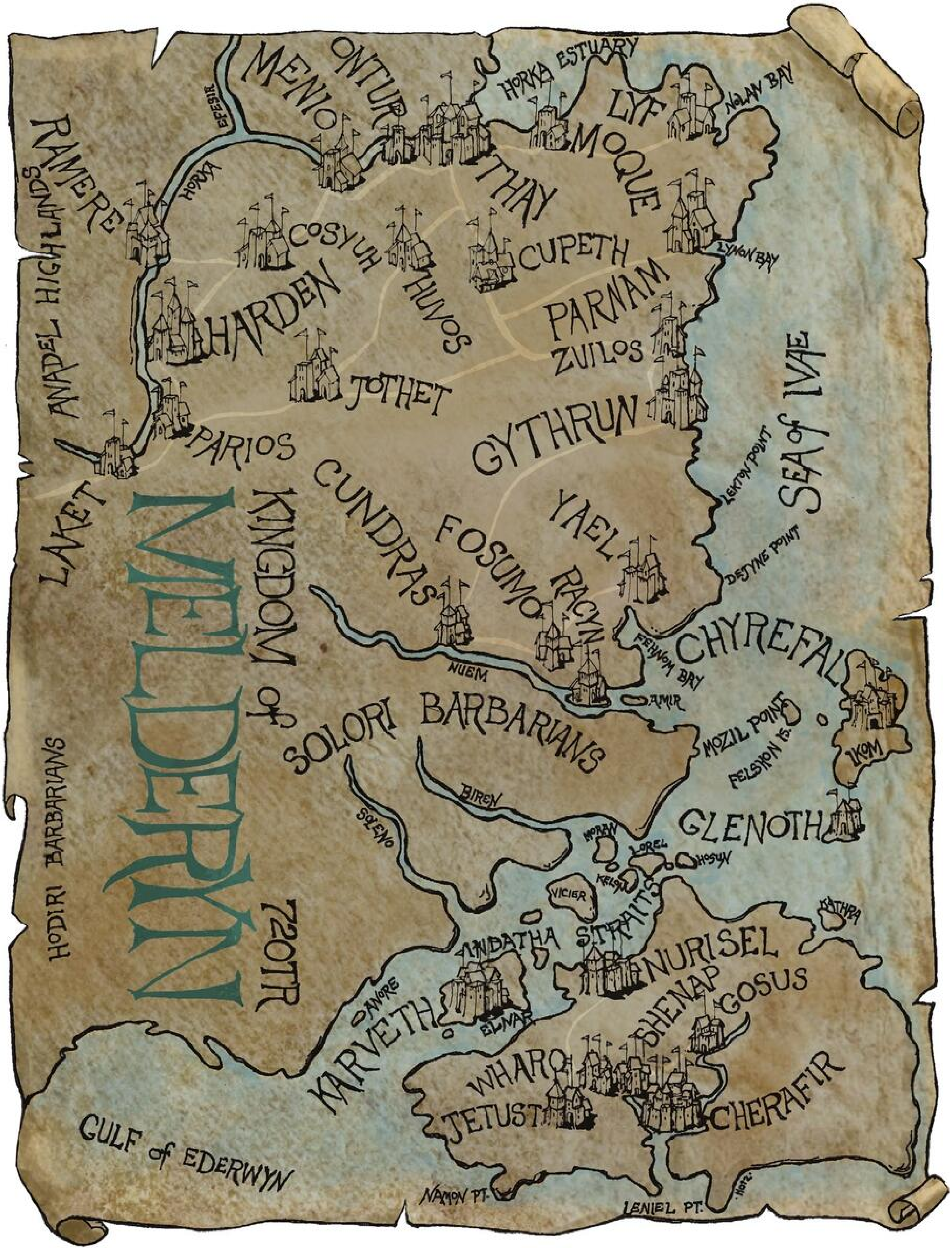
MELDERYN 2 PLAYER MAP



KINGDOM of
MELDERYN
720TR
EFESIR
MENIO
ONTUR
HORKA ESTUARY
LYF
NOLAN BAY
MOQUE
THAY
RAMERE
HORKA
ANADEL HIGHLANDS
COSYUH
HUVOS
CUPETH
LYNON BAY
HARDEN
PARNAM
ZUILOS
JOTHET
GYTHRUN
SEA of IVAE
PARIOS
LAKET
CUNDRAS
FOSUMO
YAEL
RACYN
LEKTON POINT
DESTYNE POINT
CHYREFAL
FEHNOM BAY
NUEM
AMIR
SOLORI BARBARIANS
MOZIL POINT
FELSYON IS.
IKOM
HODIRI BARBARIANS
BIREN
SOLENO
GLENOTH
NORAN
LOREL
HOSYN
VICIER
KELSIN
ANDATHA STRAITS
KATHRA
NURISEL
ANORE
KARVETH
ELNAR
SHENAP
GOSUS
WHARO
JETUST
CHERAFIR
GULF of EDERWYN
NAMON PT.
LENIEL PT.
Hotz.

Melderyn, the oldest of Hârn's human kingdoms, is named for the island off the southeast coast of Hârn on which it was founded. The many strange goings-on and mystical persons attributed to the island, which is commonly called "The Wizards' Isle," have given the realm a reputation as a place of mystery and enchantment. To some, Melderyn appears timeless, unaffected by mundane happenings in the rest of Hârn.

In addition to Melderyn Island and the many smaller islands nearby, the kingdom includes considerable holdings on the Hârnic mainland. The kingdom is bounded on the south and east by the Gulf of Ederwyn and the Sea of Ivae, extends to the Onden River in the north, and to the Ulmerien river and the coast of Horadir in the west.

The tiny feudal kingdom of Chybisa, which the Melderyni crown still recognizes as a vassal, lies to the northwest and is the nearest civilized neighbor. The kingdom of Emelrene on the Lythian continent is some 30 leagues southeast across the Melderyni Channel. Melderyn is enriched by its command of trade between the Misty Isles and western Lythia.

Three barbarian tribal nations inhabit lands claimed by Melderyn. The reclusive, matriarchal Bujoc roam the Anadel highlands and prefer little contact with civilization. The horse-breeding Hodiri, the largest tribal group on Hârn, occupy the woodland plains of Horadir. The wild and primitive Solori dwell in the hills of Solora. Nomadic gargun of the Chindra and Moym tribes prowl the northern reaches of the realm.

Melderyn is ruled by King Chunel Toron, who is advised by a secret assembly of scholars, wizards, and priests called the Council of Eleven. Melderyn's kings have traditionally used diplomacy to achieve their ends; no Melderyni king has fielded an army on Hârn. Melderyn's history is not without violence, however. Foreigners have occasionally attacked the kingdom, such as the Ivinian vikings who sacked manors along the Horka Valley just a generation ago. Melderyni knights and adventurers have carved out petty kingdoms and joined causes that stained Hârn with blood, including the crusade currently being waged by the Laranian *Order of the Lady of Paladins* against the Solori.

Location: Southeastern Hârn
Atlas Maps: L7–10, M7–10, N8–10
Government: Monarchy
King: Chunel, Clan Toron
Culture: Feudal
Population: 160,000
Royal Seat: Cherafir
Largest City: Cherafir, pop. 7,000

Kings of Melderyn

Biradian Dynasty

Erebir I	1 – 51
Erebir II	51 – 88
Ninon	88 – 126
Erebir III	126 – 157
Darebor	157 – 186
Shelir	186 – 240
Erebir IV	240 – 291
Forn	291 – 327

Rylian Dynasty

Gemril	327 – 369
Imadain I	369 – 413*
Imadain II	413 – 440*
Arabar I	440 – 463*
Erebir V	463 – 475*
Arabar II	475 – 538
Imadain III	538 – 557
Poleryn	557 – 585

Toron Dynasty

Lodros	585 – 639
Shelir II	639 – 651
Etobron	651 – 684
Chunel	684 – present

* *Also ruled Chybisa*

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HISTORY

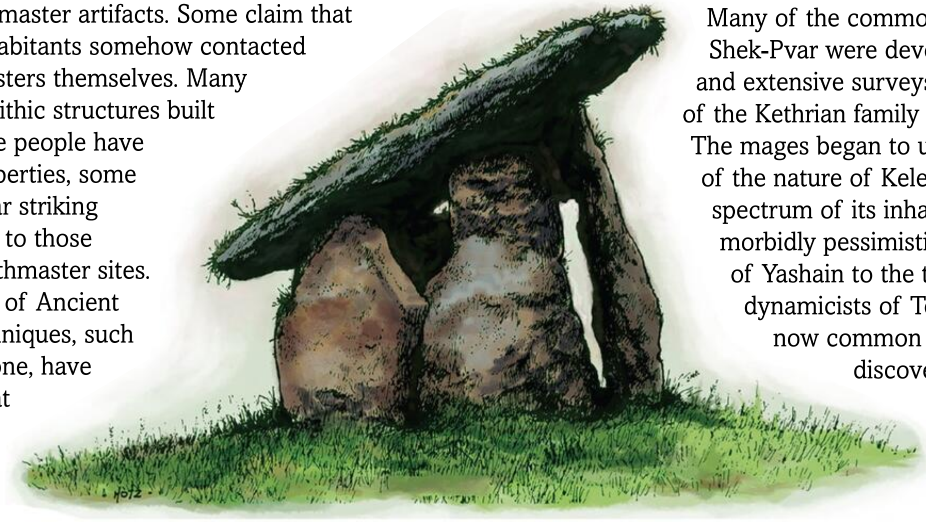
Melderyn's origins are lost in the murk of prehistory but it is known to be the oldest kingdom of humans on Hârn and one of the oldest civilizations in Lythia.

Although it is commonly accepted that the first humans arrived on Hârn about 1300 BT, the island of Melderyn was occupied by men at a much earlier date. The time of arrival of these original settlers is unknown, although what has come to be called the Henge Culture was thriving on the island by 2700 BT. These peoples built numerous megalithic structures on Melderyn, Elnar, Glenoth, and Ikom islands, as well as on several of the islands in the Indatha Straits. They seem to have made no attempt to settle mainland Hârn. Many of these structures survive and some are very impressive. One of the largest, and certainly the most famous, is Gelimo on the west coast of Melderyn Island.

The Henge Culture

There are various speculative theories regarding these first inhabitants, all of which must be regarded as fantasy in the absence of definite proof. The origins of these people are unknown, although it is noteworthy that there is also evidence of Henge culture in Emelrene on the Lythian mainland. The eventual fate of the Henge people is also unknown. Some scholars believe that, for some reason, they suffered a cultural degeneration and reverted to a highly primitive state. If this is true, it is likely that the arrival of the Jarin resulted in either their extermination or assimilation. Others believe that they remained a quietly dominant force on the island for many centuries after the Jarin migrations and that their cultural influence can still be felt in both Emelrene and Melderyn. There is evidence that the Sindarin had contact with these early people but there is little clue to their nature.

There is also some evidence of exposure to potent Earthmaster artifacts. Some claim that the early inhabitants somehow contacted the Earthmasters themselves. Many of the megalithic structures built by the Henge people have startling properties, some of which bear striking resemblance to those found at Earthmaster sites. No evidence of Ancient building techniques, such as pseudostone, have been found at any of the megalithic sites.



The Coming of the Jarin

The first Jarin to migrate to Melderyn arrived some 2,000 years ago. For about two centuries, they seem to have avoided dwelling near the remnants of either the Henge or Earthmaster cultures. Early Jarin tales, now seldom told, mention the perils of the "weirding stones" and the "people of the dusk." Whatever the basis of their early fears, two centuries dulled them. Cherafir was first occupied by the Jarin in about 1100 BT and the Fyvrian chantry at Gelimo dates from about the same period.

The Henge people played an influential role in the development of the Melderyni. The island Jarin developed more quickly than, and along divergent lines from, their Hârnic cousins. Many of the arcane secret societies trace their foundation to the 12th century BT.

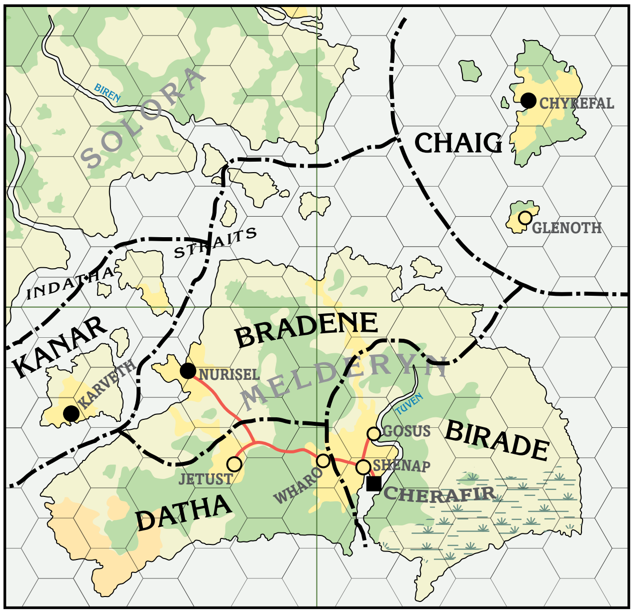
Melderyn, like the rest of southeastern Hârn, was subject to the invasions of the Pharic barbarians in the 10th century BT. However, the island suffered none of the violent depredations that were common to Hârn. What may have happened to the Jarin 500 years before almost certainly happened to the invaders. They were quietly, peacefully assimilated, creating a new hybrid culture that was no less imbued with arcane influences.

The Eldritch Period

The four and a half centuries between 650 and 200 BT are among the most bizarre in Melderyni history. Arcane societies and individual mages seem to have virtually controlled the island and heavily influenced its social and cultural development. There are no records as to what form of government the Melderyni had during this period; those references that exist regarding the history of this period are either impossibly vague or locked away in the archives of the arcane secret societies.

The period was one of incredible accomplishment for the philosopher-mages of Melderyn. Many of the common practices of the Shek-Pvar were developed during this time and extensive surveys of the seven worlds of the Kethrian family were undertaken. The mages began to understand something of the nature of Kelestia and the broad spectrum of its inhabitants, from the morbidly pessimistic Neo-Lollians of Yashain to the technician micro-dynamicists of Terra. Much of what is now common belief to Hârnians was discovered during this time; much more may have been deliberately hidden by the mages.

The Five Kingdoms



The Five Kingdoms

The earliest reference to the five kingdoms dates from 228 BT. The kingdoms existed in some form for at least 50 years before that. The sorcerous control that had existed during the Eldritch Period was willingly released; while the mages maintained a strong influence in Melderyni society, they no longer ruled, at least not openly. The kingdoms coexisted harmoniously and without strife. Their society bore a strong resemblance to feudalism, although there was also a distinct similarity to the intricate knots of Jarin clan structure.

The largest and most important of the five kingdoms was Birade, centered on the city of Cherafir. For various reasons, primarily its control of trade with Lythia, it gradually came to dominate the others.

The kings of Birade seem to have had some special relationship with the rulers of Emelrene. That enigmatic mainland realm had been founded many centuries before the rise of the five kingdoms and it exerted a subtle influence on the development of Melderyn. There are many records of embassies traveling between Cherafir and Berema, the chief city of Emelrene.

The Biradian Dynasty

The five kingdoms were united under the rule of Erebir 720 years ago. Although this man has acquired virtual legendary status, almost nothing is known of his origins and personality. He became King of Birade about 10 BT, succeeding his uncle, but little more is recorded. He was charismatic enough to persuade the other four kingdoms to elect him Pendragon. It may be suggestive that there are records of an advisor to the kings of Emelrene called Erebin who lived at about this time. Some scholars have attempted to prove that the two men were one and the same, without success.

One of Erebir's first, and perhaps most important, acts was the creation of a covert council of 11 advisors. The members of this group were drawn primarily from the arcane secret societies on the island. The membership and existence of the Council of Eleven has always been a secret shared by very few. One of the few persons whose membership on the early councils can be determined with reasonable certainty is the astronomer Tuzyn, who is most famous for the calendar he invented in 130 TR and for the system of dating that bears his name.

Erebir also established the practice of restricting trade from Lythia. The prohibitions against various weapons, goods, drugs, books, etc., date from this time. This proscription has had two major effects: Cherafir has grown wealthy from its control of trade with the continent, and Hârn has remained something of a cultural backwater, unaffected by many advances made on Lythia. Erebir's motivations for this prohibition are not known. Although some have argued that his intent was to maintain Melderyn as the most powerful state on Hârn, the fact that the island kingdom has never shown any interest in real dominance of its neighbors belies the theory.

Whatever the case, Erebir's policy has been maintained to the present day, although the list of proscriptions has periodically been amended. This list is always flexibly defined. Even though a particular item may not be specifically mentioned, something can be usually found that applies to it. Erebir and his successors proved to be remarkably long-lived, a trait that has been common to Melderyni kings. Erebir himself reigned for 51 years; his successor, who also took the name Erebir, died at the age of 96 after ruling for 37 years.

There is not much information available about the early kings of the Biradian dynasty. Records of the time make little or no comment on their personalities and there are almost no paintings or statues of them. It is not even clear whether there was any blood relation between them. Until the reign of Shelir, the sixth king of Melderyn, each sovereign was elected by a council of the "Lords of the Five Kingdoms," although the influence of the Council of Eleven was always strong. Following Shelir, it became usual for the succession council to choose the nearest suitable male relative as successor. The lords of the Five Kingdoms still had influence but were no longer the only visible members of the succession council. The power of the Council of Eleven was in no way changed.

For more than a century, Melderyn was the only organized human nation in the Hârnic isles. The first two kings were content with an insular policy and took little or no interest in events on Hârn. Ninon, the third king, followed this policy for most of his reign but then took an interest in affairs beyond his borders. The brutal excesses of the empire of Lothrim in south-central Hârn may have been the catalyst for this change. Scholars have suggested that the Melderyni felt responsible for Lothrim; there is evidence to suggest that he was a renegade mage from Nurisel.

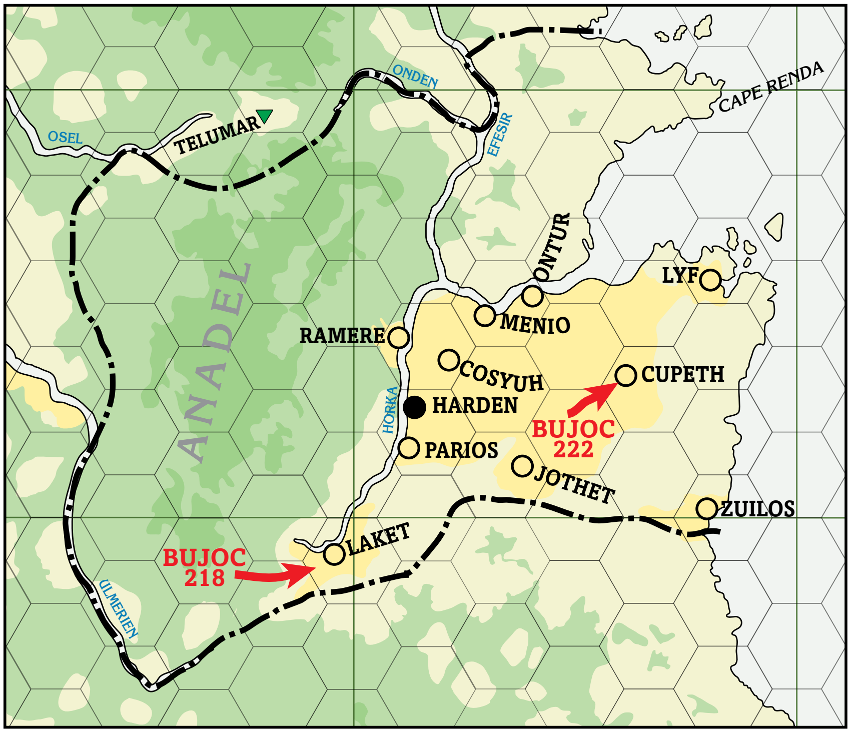
Whatever the cause, the subtle influence of Melderyn grew throughout eastern Hârn during the 2nd century TR. The six mainland kingdoms that rose in eastern Hârn after the fall of Lothrim all owed something of their culture and structure to Melderyn. Individuals from the island realm were advisors to the kings of Nurelia, Serelind, Kephria, and Pagostra; both Elorinar and Chybisa were founded with Melderyni aid.

The Kingdom of Elorinar

Nathwic Alaga was the most enlightened of several tribal chieftains in the Horka River valley during the 2nd century. The people of the Horka Valley (called the Lakori) were largely of Lythian origin. They settled in the region during and after the Atani wars. The Lakori prospered, benefitting from the fertile soil, and became settled and relatively peaceful.

In 155, with the aid of various Melderyni knights and advisors, Nathwic unified the Lakori and founded the Kingdom of Elorinar. The kingdom grew steadily; when Nathwic died in 190, there were colonies from the north coast of Cape Renda to Zuilos and as far west as the Ulmerien river.

Kingdom of Elorinar



In the late 1st century, the tribal unrest that has become known as the Migration Wars began. Elorinar was free of this threat until the early years of the 3rd century, when the Bujoc began raiding their settlements. In 218, the Bujoc sacked the small fortress town of Laket, slaying the elderly King Janakor, Nathwic's successor. For the next four years, they ravaged eastern Elorinar and defeated every force that Korob, Janakor's son, could raise.

Relations between Elorinar and Melderyn had remained cordial since the days of Nathwic. Seeing no other recourse, Korob turned to King Shelir for aid. In 223, Korob swore fealty to the Melderyni throne. By 225, after various emissaries had been sent to the Bujoc, Shelir was able to announce the Peace of Anadel. The Bujoc returned to their former peaceful lives and Korob became the first Earl of Elorin.

The House of Rylia

When Gemril Rylia, the second cousin of King Forn, was chosen by the succession council, he founded the House of Rylia. Like the kings of the Biradian Dynasty, the Rylians proved to be remarkably long-lived; almost all of them died at an advanced age in full possession of their faculties.

In 409, the tiny kingdom of Chybisa, facing a succession crisis and threatened by encroaching Hodiri and Pagaelin tribes, offered its throne to Imadain I of Melderyn. This move had the effect of quieting the barbarians and Chybisa lapsed back into prosperity. From 409 to 475, a council of Chybisan barons governed in the name of the Melderyni kings, who allowed their new possession considerable autonomy and seldom visited it. When Arabar II, a bastard child of Erebir V, succeeded his father in 475, the Chybisans declared themselves to be outraged and seceded from Melderyn, electing Sharat Burzada to govern them. Arabar took little notice of this profound insult. Although he issued a proclamation denying Chybisa's right to secede, he ignored the matter entirely, an attitude that no doubt relieved the Chybisan barons.

The Foundation of Thay

The Melderyni kings have always been well informed of events on Hârn. Although they have seldom taken direct action, their influence often appears in Hârnic history. Such is the case with the Aleathian Odyssey.

The collapse of the Corani Empire meant that Aleath would not long escape the attention of the bloodthirsty Tekhosian theocrats. When it was besieged in 569, plans were begun by Rolin and Taryn of Melesen, two mercantyler brothers who had emigrated from Cherafir to Aleath in 552. There is evidence to suggest that the Melesens were dispatched by the Melderyni throne in anticipation of this very threat, although that would assume almost two decades of foreknowledge.

One month before the city fell, 400 adults and most children under the age of 12 sailed from the city. After suffering heavily from foul weather, the refugees gathered at Keboth Island, where they met Genin, a Melderyni mage who led them through the Indatha Straits to the Horka River estuary. King Poleryn gave the refugees a charter to establish the freetown of Thay. The town quickly became the dominant economic force in the mainland possessions of Melderyn, superseding Harden, the old capital of Elorinar. This continues to cause some stress between the city and the Earl of Elorin.

Following the founding of Thay, communication and land-based trade with the rest of Hârn improved. A trail was blazed from Laket to Kobing in Kaldor in 575 and caravans began to pass regularly along it. Although it was called the Genin Trail, the mage's connection with it is unknown.

House of Toron

King Poleryn died childless in 585; his queen was barren but the king was devoted to her and the line died out with him. A distant cousin, Lodros Toron, was chosen to succeed Poleryn. The Torons have habitually been more accessible than their predecessors and take a much greater interest in foreign affairs. While the hand of the Melderyni throne is a gentle one and its influence subtle, the last century and a half has seen Melderyn increase its obvious participation in Hârnic events. It is sometimes argued that this change in policy, if change it is, can be traced to Poleryn's granting of Thay to the Aleathian refugees and his foundation of the *Order of the Lady of Paladins,* a Laranian fighting order. Even if that is true, however, it is certainly the case that Lodros and his successors have continued and expanded that policy.

The Nuem Settlements

In 624, Lodros ordered the building of Racyn, Cundras, and Fosumo keeps. The stated purpose of this was to allow for the resettlement of surplus population from Melderyn. The keeps were to be built in what had been, until then, thinly populated wilderness on the edge of the Solori tribal range. The fourth Nuem settlement, Yael, was built in 645 when Shelir II granted a license to crenellate to Halat Duathane. Since settlers to the area were voluntary and there was never any attempt at forced relocation, the population of the region has remained small.

Lodros may have hoped that civilization would rub off on the Solori. If so, he must have been disappointed. The tribal reaction was generally disinterest, after a few half-hearted and abortive raids on the builders. They showed little inclination to trade and made no attempts to abandon their traditional lives.

Lodros also reorganized the shire system of Melderyn. The earlier shires were based on the old Five Kingdoms and the borders of Elorinar. With the passage of centuries and the steady growth of population, the system had grown unwieldy and was badly in need of streamlining. The Shires Edict of 630 established the modern shire boundaries with the exception of Dyriamarch, which was added in 691 when the Earl of Elorin claimed the region. The only border that remained untouched was that of Ikoshire.

Etobron

Etobron is the closest Melderyn has come to an incompetent king. Etobron was somewhat effete and extremely fond of hunting, almost to the exclusion of all else. Fortunately, this irresponsibility had a minimal effect on the affairs of the kingdom; the Council of Eleven governed with its usual skill. Etobron planted many groves of trees throughout Melderyn. His purpose was to increase and improve the available hunting grounds; several thousand acres of forest were created during his reign. These trees have all grown with amazing speed since his death. Etobron's major contribution to history is that he sheltered King Balesir of Chybisa in exile after that kingdom was annexed by King Torastra of Kaldor in 678.

Chunel

Chunel succeeded his father, Etobron, in 684. He is much more interested in affairs of state, although, as has always been the case with Melderyni monarchs, he leaves much of the governance to his councils. Chunel is an assiduous student of realpolitik; he maintains an extensive library on the subject that contains the works of writers as diverse as the Terrans Sun Tzu, Hobbes, and Clausewitz; the Sheremites Andassen and Serverotis; and the Yashainian Narrolg the Sullen.

In 686, Balesir of Chybisa, who was still in exile at Cherafir, swore fealty to Chunel. The following year, with the aid of Melderyni advisors and a number of military adventurers, he was able to raise an army and win back his throne at the Battle of Geda. Having done so, he promptly renounced his fealty, news of which Chunel is reputed to have received with total lack of surprise. Some say that he actually laughed. He subsequently denounced the treachery and has not given up his claim to Chybisa. It is notable, however, that he has taken no obvious action to press this claim and there have been reasonably friendly embassies between the two courts.

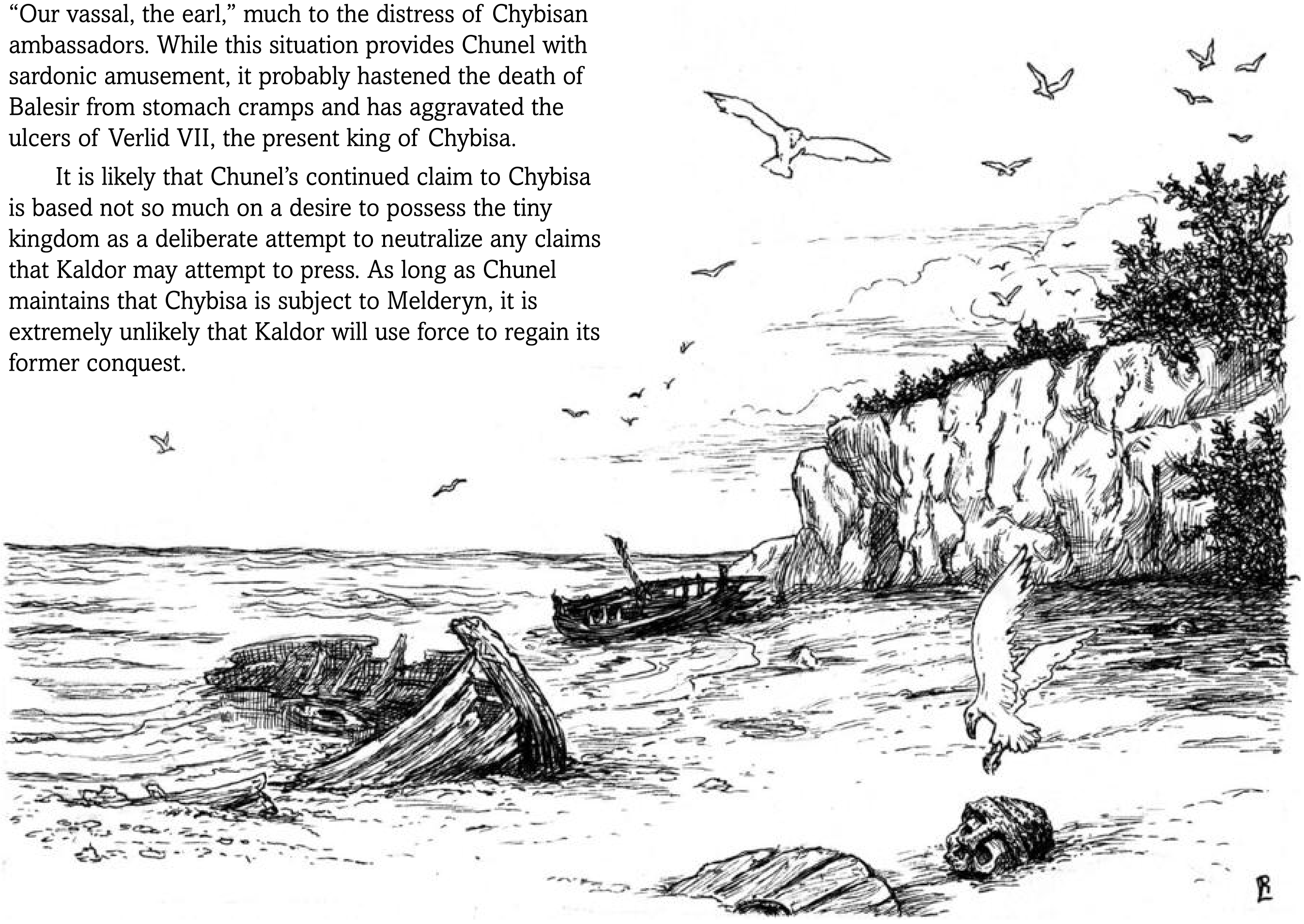
Chunel, however, refers to the Chybisan king as “Our vassal, the earl,” much to the distress of Chybisan ambassadors. While this situation provides Chunel with sardonic amusement, it probably hastened the death of Balesir from stomach cramps and has aggravated the ulcers of Verlid VII, the present king of Chybisa.

It is likely that Chunel’s continued claim to Chybisa is based not so much on a desire to possess the tiny kingdom as a deliberate attempt to neutralize any claims that Kaldor may attempt to press. As long as Chunel maintains that Chybisa is subject to Melderyn, it is extremely unlikely that Kaldor will use force to regain its former conquest.

The Rape of Thay

In 705, a force of about 40 Orbaalese dragonships descended on Thay. Investing the town, they were unable to breach its defenses after three days, during which they were twice repelled from storming the city at the docks. Frustrated, they ravaged the nearby countryside, burning and looting manors, villages, and the Peonian temple across the Horka River from Thay. They carried off a substantial amount of booty and many women. This event has become known as the Rape of Thay, even though the city itself was never actually entered by the Ivinians.

Two years later, the king of Orbaal sent a fleet of 100 ships south. As this formidable force was rounding Cape Renda, a freak storm came up, sinking many ships and driving others to disaster on the Renda Rocks. The remainder were scattered and their base on the island of Keron was also destroyed. The storm was barely felt in Thay. The Orbaalese have made no further attempts to attack Thay. Most Thayans believe that these events were either due to divine action or intervention by Melderyni mages. Certainly no one has claimed credit for the storm, but neither has anyone chosen to deny it.



The Solora Crusade

In 654, Etobron granted the keeps of Cundras and Fosumo to the Order of the Lady of Paladins, a fighting order of the Laranian Church. Since that time, the order has acted with gradually increasing autonomy from its sponsoring clerical order, the *Order of the Spear of Shattered Sorrow*. This tendency has been particularly marked in the last 20 years.

The order began the subjugation of the Solora regions in 714. They term it a crusade against "the murderous beast-men" of the region and point to a few alleged incidents of Laranian missionaries being tortured by the Solori tribesmen as excuse for their actions. Since the ambush and massacre of a small party of knights in 717, the Laranians have become increasingly brutal. The grandmaster of the order, Sir Enyel Trenoul, has given orders to burn Solori settlements and to "crush resistance and pacify the region." Reprisals by each side have increased the level of violence and various brutal excesses are rumored. So far, however, little real proof of such allegations is available from either side.

Some nobles and merchants have asked the Laranian archbishop and primate to intervene, saying the crusade is morally repugnant, bad for business, and generally making life harder for those living near the Nuem River. Others see the crusade as a good way to protect the area, gain glory in battle, and create new markets and lands to settle. Most outside the area, of course, ignore it, as it doesn't directly affect their lives. The church leaders are as concerned about the order's independent actions as the moral aspects of the crusade. Many within the Kaldoric branches of the church and order will follow the primate's lead but a few are quietly using the crusade to bolster their attempts to break away.

While both the Hârnic primate and the pontiff of the church are deeply troubled by the situation, no direct action has been taken. The pontiff has sent Rikkan Colist, an elderly but junior legate to Thay to investigate and report on this "distressing skirmish." After many months, the legate has yet to enter Birenshire, preferring the wine cellar of the temple at Thay to any other course of action.

The Sheriff of Biren is personally opposed to the crusade but is in a very difficult position. He cannot directly interfere with the activities of the Lady of Paladins without consent of the king, and such has not been granted. Moreover, the sheriff is sensitive to the fact that the crusade is actively supported by most settlers in the Nuem Valley, who view any official interference with disdain.

The sheriff arrested and tried two Laranian knights last year for "accidentally" riding down and killing a Solori tribesman who was seeking refuge in a village near Racyn. He found them guilty of manslaughter and imprisoned them. As the basis of his ruling, the sheriff used the fact that the Solori, whose range lies almost entirely within Birenshire, are nominally subjects of Melderyn. The order protested the fine but paid it without attempting to appeal to the king. The king has not commented on the matter but the sheriff's judgment has been regarded in some quarters as evidence of Chunel's feelings about the crusade. This action has created enormous unrest among the settlers. The sheriff's unpopularity in the region is being exploited by the order as they plan for yet another major campaign against the Solori.

The Solori

The 33 tribes of the Solori nation make up one of Hârn's smallest and most primitive cultures. Their villages are scattered in the hilly and wooded lands between the Soleno and Nuem rivers south of the Anadel highlands. Their primitive "slash and burn" agriculture and their on-going fighting with both the Laranian knights to the northeast and the Hodiri to the west require that villages be relocated every few seasons.

The Solori are formidable warriors when defending their homes. They use the hilly, wooded terrain of Solora to their advantage against both the horse clans of the Hodiri and the mounted knights of the Lady of Paladins. They fight from ambush, using hit-and-run tactics and even suicidal frontal attacks. They are unpredictable and make constant feints and unorthodox attacks, such as driving wild animals into the enemy's camps. If a Solori village is attacked, the tribe defends it with berserk ferocity. They are even known to use a deadly poison on their arrows.

The Solori have rigid social customs and codes of honor. They are tenacious, stubborn, and proud, and have a haughty and fearless attitude. The slightest perceived insult may be excuse for a bloody duel, often fatal to one of the participants. Any display of emotion other than ferocity, determination, or mirth is a sign of weakness.

A Solori legend says that one day soon a leader will come from the south bearing a sword of miraculous enchantment to drive their enemies away.

CURRENT EVENTS

There is no reason to believe that the several centuries of peace and prosperity that Melderyn has enjoyed are about to be threatened. While Melderyn is not allied with any Hârnic kingdom, all of them have a healthy respect for the potential military power of the island realm as well as a certain fear of its assumed command of arcane arts. All Hârnic lords, not just those of Orbaal, took note of the events at Thay 13 years ago.

The closest ties between Melderyn and any other Hârnic state are with the Kingdom of Kanday, a historic friendship that dates from the foundation of Thay in 573. In 717, Jevas Toron, Chunel's only son and likely heir, married Eriel Milaka, the sister of the Kandian king and daughter of that kingdom's powerful Earl of Sarkum.

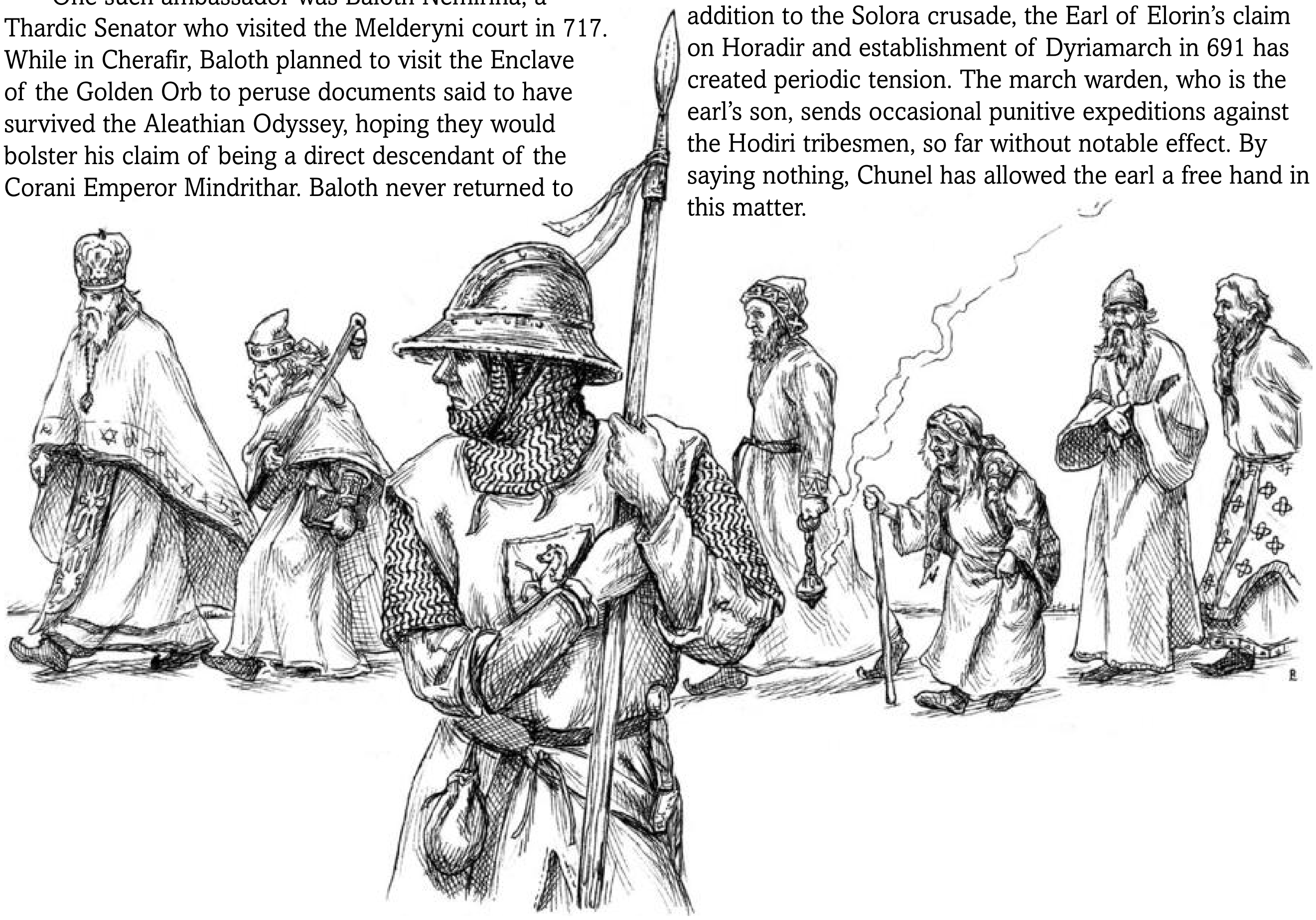
Relations with other Hârnic human kingdoms are less obvious. Melderyn has periodically sent official embassies to Chybisa, Kaldor, Tharda, and Rethem, and "unofficial" visits have been made to the Orbaalese throne. Chunel has also received ambassadors from all Hârnic states. Discussions have usually regarded trade and the control exerted by Melderyn over contact with the Lythian mainland.

One such ambassador was Baloth Nemirina, a Thardic Senator who visited the Melderyni court in 717. While in Cherafir, Baloth planned to visit the Enclave of the Golden Orb to peruse documents said to have survived the Aleathian Odyssey, hoping they would bolster his claim of being a direct descendant of the Corani Emperor Mindrithar. Baloth never returned to the Republic and his whereabouts are unknown. Recent inquiries with the Enclave have only deepened the mystery; the documents had been requested, but by a man not fitting Baloth's description, and several of them turned up missing within days of the man's visit.

There has been a historic friendship between Melderyn and the kingdoms of the Elder Races that is at least a thousand years old. Before he became king, Chunel visited both Evael and Azadmere and spent time in the courts of their respective kings. This is a common practice for most heirs to the Melderyni throne. Jevas spent two years in Elshavel between 713 and 715 and intends to visit Azadmere in the coming year.

Relations between Melderyn and Emelrene are as friendly, if as enigmatic, as ever. King Chunel visited Berema in the early years of his reign and there are frequent visitors from that realm in Cherafir. Within the last several months, the Melderyni Royal Chamber has begun the preparations necessary to host a major state visit. Although royal officials have been unusually tight-lipped about the nature of the event, persistent rumor has it that the Royal Court will be hosting the Queen of Emelrene, sovereign of Melderyn's closest ally.

There are few internal problems in Melderyn. In addition to the Solora crusade, the Earl of Elorin's claim on Horadir and establishment of Dyriamarch in 691 has created periodic tension. The march warden, who is the earl's son, sends occasional punitive expeditions against the Hodiri tribesmen, so far without notable effect. By saying nothing, Chunel has allowed the earl a free hand in this matter.



CLAN TORON

Clan Toron is unique in comparison to other Hârnic royal houses for a number of reasons. Perhaps most obvious are the relatively long average life spans enjoyed by members of the clan. It should also be noted that no Toron, no matter how long they have lived, has suffered any obvious signs of senility. The genealogy chart on the next page gives graphic evidence of the peace enjoyed by the island kingdom. Although the whereabouts of a few persons are unknown, no member of the House of Toron has died in battle or by violence.

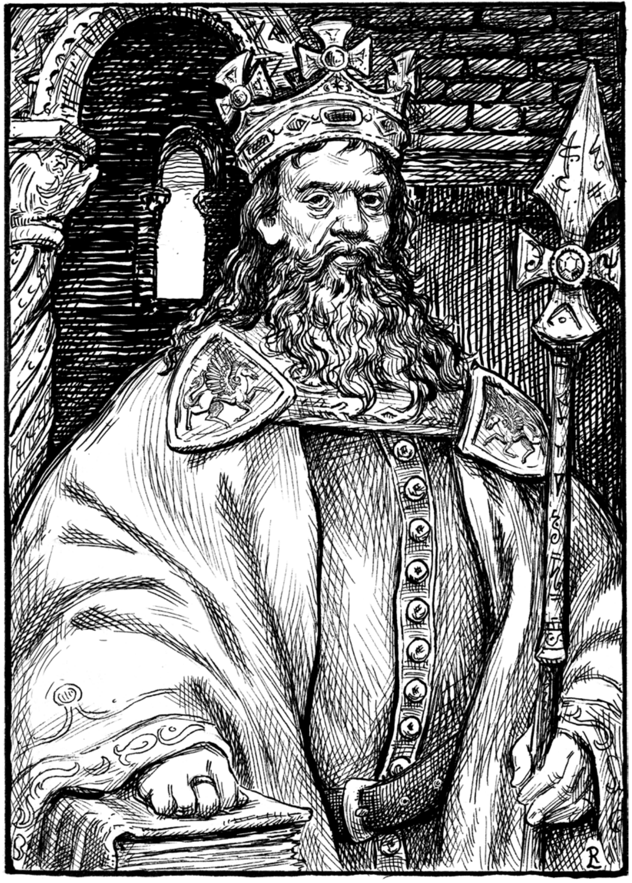
King Chunel and Queen Trilime have one son, Jevas, and four daughters. Thaeklia, the eldest daughter, is married to Rickar Hocht, the Baron of Leidras in Emelrene; Chunel would like his grandson Etobran to serve as a page at Caer Cherafir. Princess Erynia is a shenava astrologer in the Guild of Arcane Lore; her occasional predictions have so far been quite accurate. As studious as her father, Erynia has shown little interest in marriage, despite her mother's best efforts. Princess Shaela, a devout patron of the Peonian temple in Cherafir, was recently betrothed to Sir Jaryk Maradyne, the heir to the barony of Gosus. Princess Daedrie, the youngest, is married to Sir Wedern Deard, the lord of Shebra Manor.

The king has close familial ties to other powerful Melderyni clans. Queen Trilime is a younger sister of the Earl of Elorin. Larryn Gwenalin, the Earl of Biren, is Chunel's second cousin. In 703, the Earl of Karveth, Jannys Avona, married the king's youngest sister, who died in childbirth the same year.

One of the most interesting branches of the clan is that of the Dulyes, descendants of Lallise Toron, the youngest daughter of Lodros. Lallise, a strong-willed woman, married Ranyk Dulye, a mage whose origin is not entirely clear. Perhaps because of this influence, her children have all had interesting careers.

Her eldest twin daughters, Eilyn and Dyalne, both became accomplished mages at an early age, advancing to the status of gray sorcerers. Eilyn is still alive, well over a century old, and is an active and important member of the Council of Eleven. In 703, Dyalne, who was also a member of the Council, was declared renegade by the Shek-Pvar. She was accused of research "not beneficial to the common weal" and cast out. She had also been a vocal advocate of direct action by Melderyn against its neighbors. Simultaneous with her being declared renegade, the Council expelled her. Although her present whereabouts are unknown, there is no reason to believe she is dead. There is a deep psychic bond between Eilyn and Dyalne, and Eilyn claims that her twin is still alive somewhere on Hârn (see "Ejatus" in *Nasty, Brutish, and Short,* COL #5071).

King Chunel Toron



Glisil Dulye, Lallise's youngest child, was as rebellious and adventurous as her mother. In 645, she became apprenticed to Golor the Quick, an irascible mage. They became lovers and she bore his child in 661. Golor disappeared in 663 when a spell of banishment backfired on him. Believing that he had been sent to another of the Kethrian family of worlds and was unable to return, Glisil began to search for him. Unsuccessful, she returned to Melderyn in 678 after an absence of several years, accompanied by one Gustyne of Hyppa. The name is only an approximation, the closest Hârnic rendering of his name in his own tongue. Gustyne probably came from another world or plane of existence, possibly some version of Terra. A licentious and roistering man when he arrived, he had become almost saintly by the time he returned to his home in 684.

By comparison, Lallise's remaining two children lived unadventurous lives. Staphane Dulye, her only son, rose high in the church of Save-K'nor and became a member of the Ishranor Enclave (the high council of the church) in the last years of his life. Brigythe Dulye married Melos of Shelon, a merchant prince from Karejia. She dwelt in Karejia until his death in 703. Now in her 90s, she lives in retirement in Cherafir.

GENEALOGY

- **LODROS** 542(585)639 =584= Efaelin Tylin[f] 564–611
  - **SHELIR II** 586(639)651 =609= Dierel Chorlon[f] 590–649
    - Rael Toron[f] Peonian Priestess 610–704
    - Mael Toron[f] 614–679 =632= Taeldlead Gwenalin Earl of Biren 612(630)677
      - Tiler Gwenalin Earl of Biren 632(677)684 =657= Caeryol Jothsyl[f] 642–684
        - Harvath Gwenalin 658–681
        - Sheael Gwenalin[f] 684– =705= Sir Dael Ferth 685–
          - Chunel Ferth 707–
          - Jerta Ferth[f] 712–
      - Weareag Gwenalin 635–675
      - Morgan Gwenalin Earl of Biren 637(684)709 =663= Sierth Karveth[f] 643–668
        - Larryn Gwenalin Earl of Biren 664(709)
        - Fergeth Gwenalin Constable of Parnam 668–
    - **ETOBRON** 615(651)684 =661= Weannere Dariune[f1] 643–679
      - **CHUNEL** 662(684) =683= Trilime Alaga[f] 667–
        - Thaeklia Toron[f] 684– =704= Rickar Hocht Baron of Leidras (Emelrene) 689(703)
          - Eliel Hocht[f] 710–
          - Etobran Hocht 711–
          - Lodros Hocht 719–
        - Jevas Toron 688– =717= Eriel Milaka[f] 692–
        - Erynia Toron[f] 691–
        - Shaela Toron[f] 694–
        - Daedrie Toron[f] 700– =716= Wedern Deard 695
          - Shelir Deard[f] 718–
          - Koldas Deard 719–
      - Erebir Toron 666– =714= Fralise Halwyn[f] 697–
      - Hodril Toron 668–(?)
      - Alys Toron[f] 675–
      - Loryn Toron[f1] 679–703 =703= Jannys Avona Earl of Karveth 676(709)
        - Denyl Avona 703–
  - Malys Toron[f] Peonian Priestess 588–683
  - Gemril Toron 589–690 =625= Selise Thabel[f] 603–679
  - Lallise Toron[f] 590–661 =607= Ranyk Dulye 586(?)–649
    - Eilyn Dulye [twin][f] "The Silver" 608–
    - Dyalne Dulye [twin][f] "The Faithless" 608–(?)
    - Staphane Dulye Save-K'norian Priest 611–704
    - Brigyth Dulye[f] 626– =671= Melos of Shelon 629–703
    - Golor the Quick 613–(?) = = Glisil Dulye[f] 627–718
      - Gladryne Dulye[f] 661–
    - Glisil Dulye[f] 627–718 = = Gustyne of Hyppa (?) (?)–(?)
      - Two bastard children alleged; whereabouts unknown

=703=	Date of Marriage
= =	Other relationship
(684)	Succession Date
(?)	Information dubious/unknown
f	Female
1	Died in Childbirth

RELIGION

The religious climate of Melderyn is dominated by the churches of Save-K'nor, Larani, and Peoni. Other faiths are represented but occupy less-favored positions

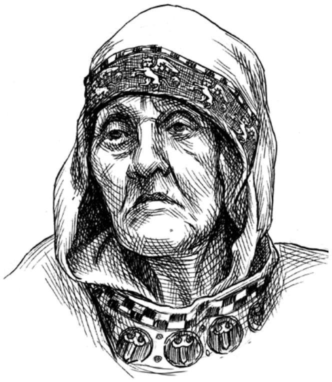
CHURCH OF LARANI

Laranian missionaries from Lythia reached Melderyn Island in the 1st century BT. The Church prospered and was granted lands by the king and other nobles for abbeys or for revenue. By the 2nd century TR, the faith had spread to the new Kingdom of Elorinar on the mainland.

The founding of Thay in 573 touched off a wave of Laranian fervor in the north that led to, among other things, the founding of the *Order of the Lady of Paladins* in 575 and the execution of the architect of Huvos in 580 for building the keep in an octagonal pattern. The *Order of the Spear of Shattered Sorrow,* having been formed in 465 from an earlier missionary order, saw its influence increase dramatically. In 620, the pontiff in Trierzon established a primacy for Hârn and set Thay as its seat; the turintesa (grandmaster) of the clerical order was named as the new lirrath (primate). The new bishopric of Eloria was created and a priest of the order named as its rekela (bishop). Nobles in many northern hundreds granted lands, not to the Church, but to the order.

Laranianism is the predominate religion of the land-holding, ruling class throughout the kingdom but its political power is less than in other Hârnic kingdoms. Church officials are not regularly consulted by the king and their influence on the nobility is uneven. The Order of the Spear of Shattered Sorrow may dominate the Church in the north but most priests and temples in the southern bishopric are not associated with it, including the archbishop in Cherafir and the bishop in Tageb. Adherents in the island shires are generally not as ardent in their faith as their northern counterparts.

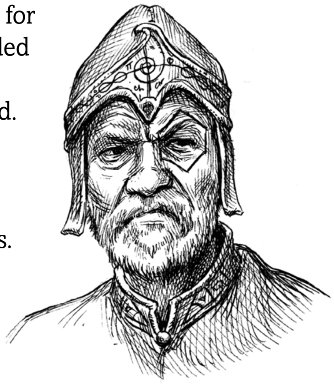
Although the primate and the pontiff are deeply troubled by the Lady of Paladins' genocidal campaign against the Solori, action to curb it has not been taken. The primate, Kerthede Talvail, is a virtuous woman whose major failing is her lack of confidence. She struggles to offer spiritual leadership to a divided laity and, as Turintesa, she has failed to control her order's fighting arm.



CHURCH OF SAVE-K'NOR

The Church of Save-K'nor wields considerable but subtle influence throughout Melderyn. It maintains temples in a few towns and its abbeys and manors are spread across the kingdom. Lay and priestly members hold positions in the government and not a few of the kingdom's nobles are adherents. The faith is common among members of the Guild of Arcane Lore.

The Deor Ishar (primate) for Hârn is Obiris of Ueld, regarded as one of the most intelligent men in the islands and beyond. He devotes long hours to study when not overseeing his Church and often travels to consult with the elder races. He has visited Yashain and is believed to converse with the Althar, the demi-divine servants of Save-K'nor.



The haliki (priests and priestesses) of the *Order of Hyn-Aelori* collect and preserve knowledge in extensive archives. They are frequently consulted as experts on a wide variety of topics and are employed by wealthy families as tutors. Temples of the order take on a few paying students, who are given a broad education in philosophy and theology along with several other arts and lore. This order also administers the church's properties.

The *Order of Rydequelyn* has a less public presence. Working as jesters, bards, and thespians, its priests shape people's thoughts with songs and tales. Through the order's subtle influence, abusing an entertainer is a serious faux pas in Melderyn; even the most miserly of lords will offer hospitality to a traveling bard rather than risk public ridicule and scorn.

The enigmatic *Order of the Shea-al-Aecor* guides the church and subtly directs the kingdom. High-ranking members of the order, including primates, have sat on the Council of Eleven since its founding by Erebir Pendragon. The council also usually has a member of the Rydequelyn as a "devil's advocate."

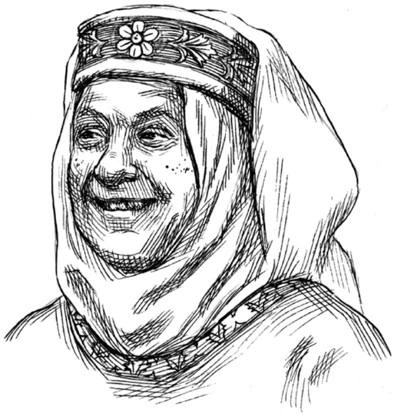
The primate's seat at Cherafir is the largest Save-K'norian temple in the Hârnic Isles. Visitors come to hear the ringing of its many fine bronze bells and gaze in wonder at the inscrutable inscriptions on its walls, made in imitation of Inor Teth. The rich and powerful pay to visit its library but much of the temple's knowledge is only available to its priests.

The Church frequently hires the services of outsiders as information-gathering agents. An oath of loyalty is demanded but the pay is good.

CHURCH OF PEONI

Worship of Peoni is popular among the common folk and the religion enjoys tax-free status throughout the kingdom. Peonians tend to be disinterested in secular politics but the Church is respected by the noble Laranians and intellectual Save-K'norians who believe that it helps to keep the masses happy.

For centuries, the seat of the Hârnic primate was in Cherafir but it was moved to Thay around 580. The hapalan (pontiff) in Perna, Trierzon, felt recent Hârnic primates had become too worldly in their lavish Cherafir palace and were too involved with the king's court. The pious Aleathian refugees in Thay convinced the pontiff that their beautiful new town, far removed from such secular distractions, would be a better place from which to spread the blessings of Peoni.



Thay is the seat of the mepeleh (primate), Erenyla of Wainen, and is the Hârnic headquarters of the *Order of the Balm of Joy*. Erenyla is generally regarded as a saint. The sulaplyn (bishop) of Melderyn is based in Cherafir; many of the faithful in the north have petitioned the primate to establish a bishopric for the mainland shires. As is the case elsewhere on Hârn, the *Irreproachable Order* tends to look to the Order of the Balm of Joy for leadership.

Peonian temples in Thay and Cherafir are guarded by soldiers from the Order of the Lady of Paladins. These assignments are considered easy, but dull.

OTHER FAITHS

Other churches have a presence in Melderyn but their appeal is relatively limited. In general, they are tolerated but not encouraged. In the northern shires, they are often subject to punitive taxes and discriminatory laws, although not officially banned.

Halea

The Halean Church is not particularly popular outside of the merchant class. Although it has the general support of the Mangai, it has been unable to gain much direct political influence. Its financial influence, however, is growing. The brothel run by the temple in Harden is popular with the caravans and is a major source of revenue for the Church; the temple has few adherents but is tax-exempt. The temple in Nurisel has struggled since its construction in 662; it has failed to attract many adherents and may soon be closed by the Church authorities. The worship of Halea is probably less popular in Thay than in any other Hârnic city.

Ilvir

Small congregations of Ilvirans, mostly artists and craftsmen, exist in some Melderyni towns but practice their faith quietly. A handful of Ilviran shrines and hermitages can be found in wilderness areas of the kingdom. The Baron of Glenoth privately worships Ilvir but keeps his beliefs well hidden. The *Order of the Five Coils* maintains its only temple in Chyrefal. The temple takes particular interest in amphibious Ivashu and provides limited shelter for pilgrims on their way to or from Araka-Kalai. The master and founder, Urovan of Dysa, is an immigrant from Emelrene.

Sarajin

Small shrines to Sarajin in some port towns are used mainly by sailors of Ivinian extraction. The religion is widely discouraged and its adherents often harassed. The temple in Thay has been unpopular since the Orbaalese attack in 705. Although the religion has never been officially proscribed, the temple was looted following the Rape of Thay and its clerics went into hiding. Since their return in 716, the faith has gradually regained a little ground; the temple serves itinerant adherents as well as a small immigrant colony.

Siem

There are few worshipers of Siem in Melderyn. A few pilots, seamen, astrologers, and scholars follow the Lord of the Azure Bowl. The secretive *Uthriem Roliri* has a few rangers in the Anadel highlands and other wilderness areas on the kingdom's fringes, working with the Bujoc tribes to sabotage the activities of the guilds of charcoalers, timberwrights, and miners. There have been reports of mysterious woodsmen aiding the Solori against the knights of the Lady of Paladins.

The Dark Churches

Worship of Agrik, Morgath, and Naveh is punishable by death, usually by burning, hanging, or starvation; offenders seldom escape with banishment. The religious climate in Melderyn is extremely unfavorable to these faiths and any traces of them are immediately eradicated. Many Laranians in Thay believe Navehan cells are active in the city and elsewhere, working to undermine their Church.

ECONOMY

Like most Hârnic realms, Melderyn is largely self-sufficient. The kingdom's main exports are pottery and minerals from Lened and Elorin shires and fish from its many coasts and rivers. The pottery ranges from simple red clay jars to exquisite, brightly colored porcelain. Lead, tin, zinc, and copper are exported both as ingots of refined metals or as finished goods of bronze, brass, and pewter. Fish from the rivers and extensive coastline are salted or pickled and traded to inland kingdoms.

Most other products are consumed internally but there is limited export of quality dyes and pigments and fine stone for use in buildings, including granite, gypsum, and limestone. The kingdom also benefits from the sale of esoteric goods and services by the Guild of Arcane Lore and the Church of Save-K'nor.

The port of Cherafir is the kingdom's largest and the gateway to the markets of Lythia, while the freetown of Thay is the nexus of trade for goods going to or from the kingdoms of eastern Hârn. Imports from Lythia must first clear at Cherafir before being unloaded at Thay, while exports can ship from Thay with minimal inspection.

The Melderyni crown has a reputation for scrupulously maintaining the quality of the realm's coinage. Melderyni coins are widely respected by the Mangai. The royal mint is located at Cherafir and another mint operates in Thay under royal license. The crown maintains standard weights and measures at Cherafir; weights bearing the royal seal are required at all ports. The Mangai uses letters of credit to handle large transactions between Melderyn and Lythian ports.

Guilds

The Mercantylers' Guild is powerful throughout the kingdom. Other guilds are strong where their services are in great demand. Those of miners, charcoalers, and potters are strongest in the north, while the seamen, shipwrights, and pilots are powerful in Cherafir, Thay, and other ports. The Apothecaries' Guild and Guild of Arcane Lore are very active on Melderyn Island and in the larger towns. Cherafir is home to the Enclave of the Golden Orb, Hârn's largest and oldest College of Heralds.

Agriculture and Fishing

Agriculture in Melderyn is typical of Hârn's feudal states. Serfs labor over fields of rye, barley, oats, and wheat to feed lords, churches, and themselves. Produce not immediately consumed on the manor goes to feed the large towns. Marginal land is used for grazing by cattle and goats. Elorinshire Saddleback pigs provide great quantities of hams, sausages, and leather, while Menkold and Charred cattle provide labor, milk, and leather. Free-ranging wisent are hunted for their thick hides, horn, and meat. The sweet-smelling rushes harvested along the rivers are used to thatch roofs and line floors. Kithyl, a medicinal grass, is harvested along the shorelines of southern Hârn.

Horse breeding is an ancient art in Melderyn and the kingdom is known for its fast and agile chargers and coursers; few are available to trade outside the kingdom, however. Mules bred from donkeys and Hodiri horses are used at the kingdom's many quarries and mines.

The sea is crucial to Melderyn's economy. Fishing is common and all coastal settlements have at least a few small fishing boats on the beach. The fleets, mostly of indathiks and pindas, take in herring and cod along the coasts. Niviks from around Thay harvest herring, sprats, and turbot, as well as lobster and crab. Manors along the rivers and estuaries harvest red salmon, sturgeon, trout, flatfish, eel, and great quantities of shellfish.

Mining

The Miners' Guild works the Anadel hills for iron, tin, copper, zinc, silver, and lead. Some sites are simple seasonal tent camps where a few miners work small open-pit mines; others are large, permanent settlements of many buildings, including smelter furnaces and water-operated bellows. In addition to hard physical labor, miners must contend with the hazards of collapsing walls, fires, flooding, hostile Bujoc, and hungry gargun.

Many ostlers and teamsters are employed to handle the trains of mules that haul spoils and ore. Teams of timberwrights supply wood for the furnaces and for use in shoring up the mine tunnels. The Masons' Guild operates open-pit quarries of granite, limestone, gypsum, and clay.

The Larun of Cherafir

Although merchant ships sail between Hârn and the ports of Lythia throughout the year, none provide more excitement or opportunities than the Larun of Cherafir.

Each year in mid-Peonu, a convoy of two or three merchant galleys arrives in Cherafir bearing luxury goods from Livelis, the major port of the Karejian League. Mercantylers come from across Hârn to trade with the Karejians. The larun is Hârn's largest mercantile event; much coin changes hands while the convoy is in port and extra guards are employed to patrol the crowds.

The larun brings goods from around the Venarian Sea and beyond. Exotic fruits and spices, wines, silks, perfumes, and rare dyes are traded for bales of wool and fine vellum from Kaldor and Kanday, delicate Sindarin glass and exquisite harps, weapons of Khuzan steel, elaborate textiles and essences from Coranan, and beasts from the wilds of Peran, Equeth, and Misyn.

ECONOMIC DATA

Major settlements listed below produce a Surplus (+) or Demand (–) or are Self-sufficient (•) in the listed commodities. Larger settlements tend to have greater demand and some have a demand for all commodities. Some settlements have trade restrictions imposed by their liege. Cherafir and Thay have a surplus of luxury goods because of their position as major centers of trade with the Lythian continent.

The information is derived from natural resources, land quality, and the geopolitical situation. For example, the demands of the Solora Crusade have curtailed the supply of fine warhorses from Cundras to those outside the Order of the Lady of Paladins, while simultaneously increasing the demand for grain and food to support the order's military operations.

Metals are owned by the crown and extracted by the Miners' Guild under license; they are listed under the settlement nearest to the mines. Quarries and salt pans are held from the local lord.

This economic data can be used to generate realistic mercantile activity.

	Charcoal	Dyes	Fish	Furs	Grain	Horses	Leather	Luxury	Minerals	Oil	Pottery	Pres. Foods	Salt	Stone	Wood	Wool
Cherafir	–	–	•	–	–	–	–	+	–	–	•	–	•	–	–	–
Chyrefal	•	–	+	–	•	•	•	–	–	–	–	•	•	+	•	+
Cosyuh	•	–	–	–	•	•	•	–	–	–	–	•	–	•	•	•
Cundras	–	–	•	–	–	–	–	–	–	–	–	–	–	–	•	–
Cupeth	–	–	–	–	•	+	•	–	–	–	–	•	–	•	–	•
Fosumo	–	–	•	–	–	–	+	–	–	–	–	–	–	–	•	–
Glenoth	•	+	+	–	•	•	•	–	–	–	•	+	•	+	•	•
Gosus	•	–	•	–	+	–	•	+	–	–	–	+	•	–	–	•
Gythrun	–	+	–	•	–	•	–	•	–	–	+	+	•	–	–	•
Harden	•	–	•	•	•	•	•	–	–	–	•	•	–	•	•	•
Huvos	•	–	–	+	+	•	+	–	–	–	–	+	–	•	•	•
Jetust	+	–	•	–	–	+	•	–	–	–	–	•	–	•	+	•
Jothet	–	–	–	+	+	–	+	–	–	–	–	+	–	•	•	•
Karveth	•	–	+	–	•	–	•	–	–	–	•	+	•	•	+	•
Laket	–	–	–	–	–	–	–	–	+	–	–	–	–	•	–	•
Lyf	–	–	+	–	•	–	•	–	–	–	•	+	•	•	–	•
Menio	–	–	+	–	•	–	–	–	–	–	+	•	•	+	–	•
Moque	•	–	+	•	+	•	•	–	–	•	–	+	+	•	•	–
Nurisel	–	–	+	–	+	•	•	–	–	–	•	+	•	•	–	•
Ontur	–	–	+	–	•	–	–	–	–	–	+	•	•	•	–	•
Parios	–	–	–	+	–	–	•	–	+	–	–	–	–	+	•	•
Parnam	–	–	+	–	•	–	•	–	–	•	–	+	•	•	–	•
Racyn	•	–	+	•	•	•	•	–	•	–	•	+	•	•	•	•
Ramere	+	–	–	–	•	–	–	–	+	–	•	•	–	–	+	•
Shenap	•	–	+	–	+	•	•	–	+	–	•	•	•	•	•	•
Thay	–	+	+	–	–	–	+	+	–	+	+	–	–	–	–	•
Wharo	•	–	–	•	•	–	•	–	–	–	–	+	–	+	+	•
Yael	–	–	+	–	•	–	–	–	–	•	–	•	+	–	•	+
Zuilos	–	–	+	–	•	–	•	–	+	•	–	+	•	+	–	•

Transportation

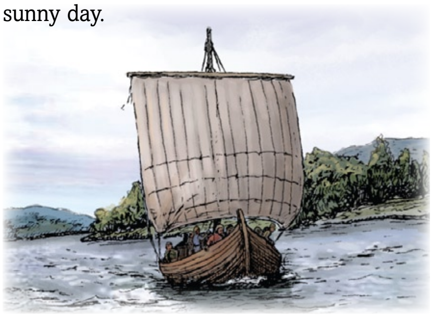
The islands of Melderyn have long been settled and are generally peaceful. The road from Gosus through Cherafir to Nurisel is paved with cobblestones in most places, has drainage ditches, is wide enough to allow for two carts to pass each other, and is kept in good condition throughout its length. Banditry is infrequent and quickly suppressed. The many inns along the way provide ostlers and provender for horses and wainwrights to repair wagons.

Northern Melderyn is a patchwork of civilization and frontier. Unpaved roads and dirt tracks connect the manors and towns. The Genin Trail that links Thay to Tashal is one of the major trade routes of eastern Hârn. It is unpaved and rutted and generally only wide enough to accommodate wagon travel one way; travelers find it difficult to move carts past caravans during the spring and autumn months. Once past Laket, there are no accommodations until reaching Chybisa.

The Horka River is heavily traveled; fishermen's pindas and talbars carrying produce and ore are a frequent sight. Many fishermen supplement their income by ferrying people on the river. Larger groups can travel via talbar so long as they can negotiate a price with the captain and stay out of the way of the crew.

The frontiers present significant hazards. Trails are non-existent in most of the Dyriamarch, north of the Horka, and south of the Nuem River. The Bujoc, Hodiri, and Solori tribes, along with the Chindra and Moym gargun, make travel in the wilds and along the kingdom's frontiers particularly hazardous.

Travel between the islands is typically by pinda, indathik, or skarth while almost all travel between the island and the mainland is by indathik and nivik. Fishermen also use coracles and other small craft. The Indatha Straits are notoriously turbulent; a squall can build in minutes during an otherwise sunny day.



FESTIVALS

Public celebrations are a big part of Melderyni life. Regardless of their station in life, the people of the realm enjoy opportunities to feast, drink, and make merry. Most festivals are religious in nature. Peonians have small celebrations around the agricultural calendar, while Laranians hold tournaments and feasts to honor their saints.

Although most religious celebrations are of only local importance, others draw visitors and pilgrims from across Melderyn and beyond. The Peonian Restoration Festival is celebrated each spring throughout Hârn but pilgrims travel from far and wide to celebrate the holy event with the primate in Thay. The height of the festival includes the "Passing of the Seasons," a grand procession where priests and priestesses dressed as saints and Peoni's semi-divine servants lead brightly decorated oxen from the temple to the Horka River. The procession is followed by ritual bathing in the river, singing of hymns, and giving of alms. Adherents believe that the waters of the river take on healing properties and that the dung left by the oxen will convey Peoni's blessing on their gardens and fields.

The "Journey's End" festival held in Thay commemorates the founding of the city following the Aleathian Odyssey. By tradition, citizens wear threadbare cloaks and eat only dried biscuits and salted fish during the first six days. Each night, groups of children singing Laranian hymns travel from house to house asking for shelter but are turned away. On the eve of the last day, a prominent citizen dressed as Genin arrives by boat and makes his way to Poleryn Square. His arrival starts the festivities, when candles and lamps are lit throughout the city, bells are rung long and loud, and feasting and entertainments commence. Children and foreigners traditionally receive gifts of toys, food, and coin.

The arrival of the Larun in Cherafir is cause for great celebration. The Alienage, the city's foreigners' quarter, fills to bursting with locals and visiting mercantylers, while bards, actors, and myriad entertainers throng the crowded streets. The air smells of exotic foods and spices and strains of foreign music compete with hawkers shouting over the commotion of a dozen languages. The Lia-Kavair caters to vices both exotic and base; many proscribed items, such as dangerous drugs and poisons, are available if you know where to look, and prostitutes serve all types of clientele.

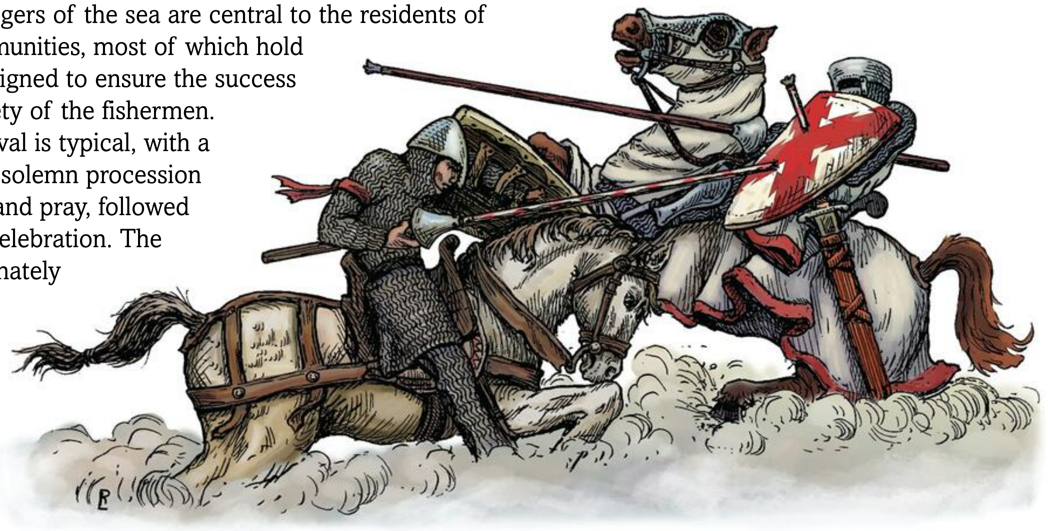
The bounty and dangers of the sea are central to the residents of Melderyn's coastal communities, most of which hold religious ceremonies designed to ensure the success of the catch and the safety of the fishermen. Glenoth's Raganaas festival is typical, with a blessing of the fleet and solemn procession around the town to fast and pray, followed by feasting and riotous celebration. The ceremonies are predominately Laranian and Peonian, although elements survive from centuries past, when elder gods from the cold deep were appeased with human sacrifice.

The Pendragon Tourney

The Royal Tournament of the Golden Spurs is the oldest chivalric tournament on Hârn, although not as large today as Kaldor's Royal Chelebin Tournament. Commonly called the Pendragon Tourney, the event dates from the coronation of Erebir, when knights of the Five Kingdoms competed to be the new Pendragon's champion. Tourneys in subsequent years were sponsored by the king to maintain the skills of his warriors during times of peace. Over the years, the tournament has expanded and now operates under rules codified by the Enclave of the Golden Orb with the blessings of the Laranian Church.

The tournament is now held in a different shire each summer and earls and barons compete for the honor of hosting the prestigious event. Clever nobles may turn a profit through the trade concessions and taxes levied to support the event; the staggering cost is also offset by generous royal donations. Like his predecessors, King Chunel spends a few months around the tournament visiting his vassals in the nearby parts of his realm.

Despite the steep entry fees, the tournament draws many knights seeking to win the coveted golden spurs and the right to bear the Pendragon Sword for the next year. Competitors come from as far away as Kanday, Kaldor, Shorkyne, and Chelemby.



FOOD AND DRINK

Melderyni cuisine makes good use of the local agricultural produce and the bounty of the sea. Long-bodied, long-haired Elorinshire Saddleback swine are raised in great numbers and produce meat for noble and commoner alike. The fertile fields provide plentiful grains and vegetables, while the coastal waters and rivers teem with a seemingly unending supply and variety of seafood.

Melderyn's peasants eat comparatively better than those of other kingdoms. Crusty rye and barley bread is a staple of their diet and hearty stews of legumes and pork or fish are common. On feast days, a special stew of pork, duck, and fava beans called "cachola" can be found simmering in many households. Most peasants keep chickens for eggs and for meat and supplement their diets with nuts, herbs, and vegetables from their plots. The large ears of the Elorinshire pigs, often docked to prevent infection by parasites, are considered a delicacy when salted and grilled. Dried sausages are a common winter food.

Melderyni nobles, especially those on the islands, prefer beef or mutton to pork; bacon, however, is always popular. Wild game is plentiful on the mainland but some of the islands cannot meet the demands of noble tables. As a result, hunts are organized on the mainland to trap game to stock the islands. Most nobles keep both hounds and birds of prey.

Imported foodstuffs are often seen on the tables of the nobility and wealthy guildsfolk. It is not uncommon for nobles to have a cook from Lythia, usually from the northern Venarian Sea area, a practice that has led to a style of cuisine more continental than Hârnic. Trade has developed in foodstuffs not suitable for Hârnic cultivation, such as olives, capers, and citrus fruits. Meats are roasted, grilled, or braised, and always served with an accompanying sauce or gravy. Recipes tend to be light and flavorful; onions, garlic, or leeks appear in most. Melderyni dishes often include imported spices such as cinnamon, cloves, cardamom, coriander, cumin, nutmeg, turmeric, saffron, hyssop, and black pepper. Some of these spices are compounded into a syrup known as "falernum" that is used to flavor drinks and desserts.

Seafood is enjoyed by Melderyni of all social classes. Amongst the nobility, eel is especially prized. Sturgeon from the Tuven River is protected by royal warrant and may be served only to the king. The king often bestows a gift of royal sturgeon as a mark of favor; it is customary for the recipient to hold a feast and share the fish with friends and relations.

Cheese is popular in Melderyn, particularly the semi-soft and semi-hard varieties. Cherfinshire blue cheese aged in the caves near Wharo is considered among the kingdom's finest; its blue-green veins give it a sharp, salty tang. Kanir goat cheese from Glenoth is a delicacy that commands high prices; hillberries give the goats' milk flavor and a tinge of purple.

The climate of Melderyn Island and some other parts of the kingdom are suitable for viniculture, especially around Shenap. Full-bodied red and sweet white wines are produced, although some among the nobility claim they cannot compare to Lythian varieties. A portion of each year's vintage is exported to Thay and Aleath for trade with the rest of Hârn. Brandywine is also made, but demand from Cherafir and the nobility is so great that virtually none is exported. Pale ales, sometimes flavored with clove or nutmeg, are common libations for commoners, along with cider and perry.

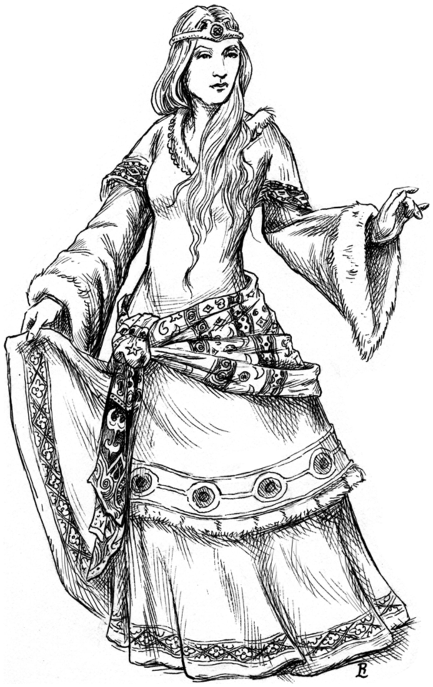
Clothing and Dress

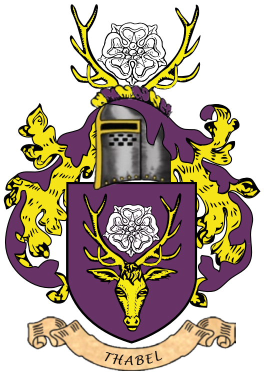
Melderyni clothing is highly stratified by class. Peasant clothing is little different from that worn by peasants across Hârn but is often adorned with embroidery, taping, and even buttons. Peasant women favor tight bodices and dress their hair with ribbons and flowers.

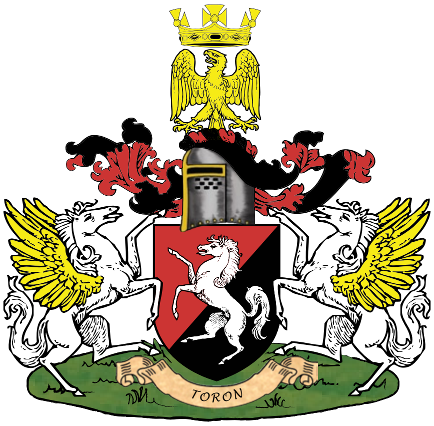
The upper classes have access to imported fabrics as well as a variety of domestically produced ones. Local Melderyni wool, furs from north and western Hârn, linen from Emelrene, and silk from Lythia are worn by the nobility and wealthy guildsmen.

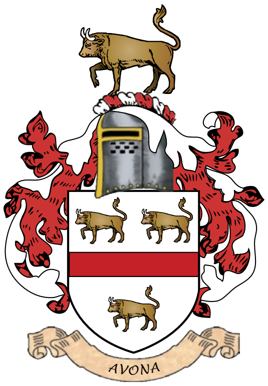
Pleated sleeves and shoes with points are the current height of fashion at King Chunel's court. Men wear short doublets with patterned hose, while women favor robes with overtunics. Following continental fashion, the wimple is giving way to bare hair adorned with jewelry. The wealthy will trim their clothing with furs; sable, mink, seal, and ermine are reserved for nobles, and lesser animals like beaver and rabbit are used by guildsmen.

In general, fashionable cuts and quality are considered more important in clothing than color. The ubiquity of dyes makes one color no more rare than another; bright colors for the sake of ostentation are looked down upon. Instead, cut, fit, materials, and workmanship are key. No Melderyni of means wishes to be seen in a garment that is less than perfect.

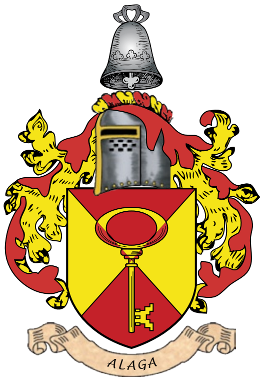


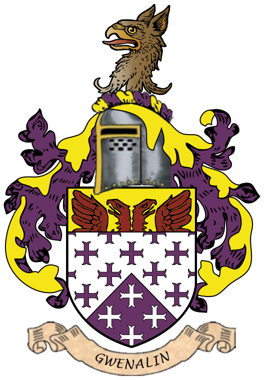


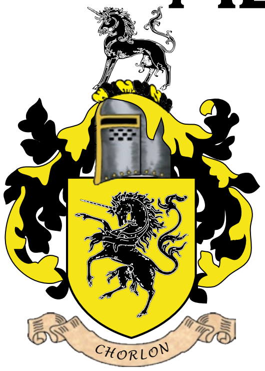


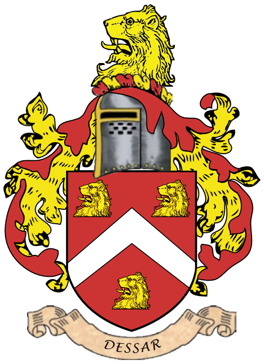


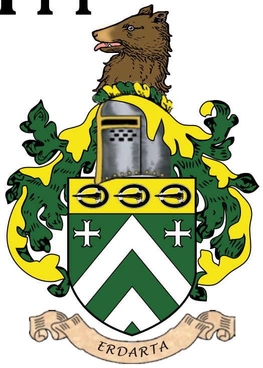
ACHIEVEMENTS OF THE GREAT CLANS OF MELDERYN

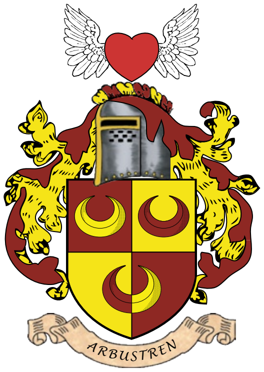


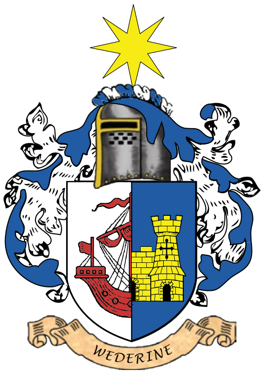


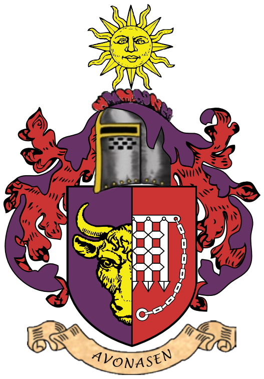


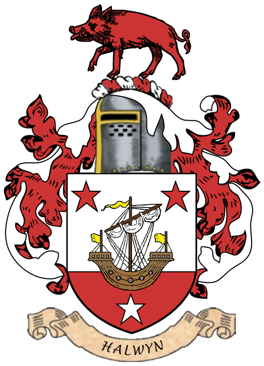


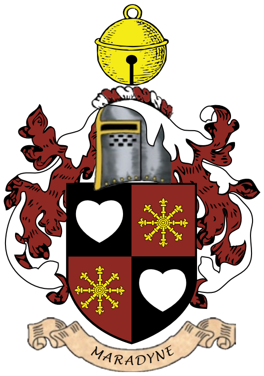


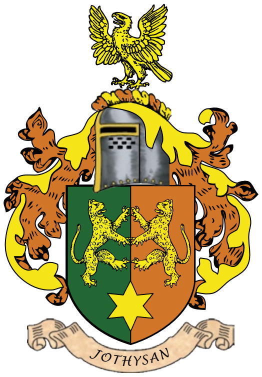


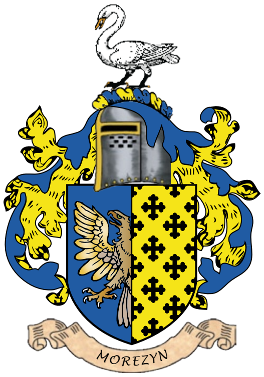


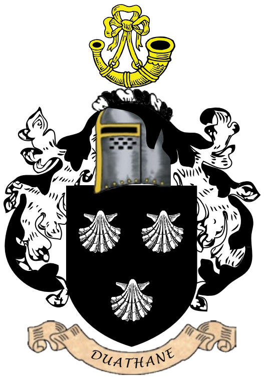


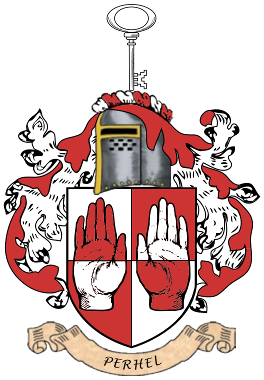












ALAGA, Earl of Elorin
Shield: Party per saltire gold and gules, a key counterchanged.
Crest: A temple bell proper.
Motto: *Lion of the North.*
Registry: Golden Orb, 432.
Holdings: Harden (Toron), Laket (Toron), Parios (Toron).
Major Tenants: Arbustren, Jothysan.

ARBUSTREN, Baron of Lyf
Shield: Party per quarterly gold and sanguine, three crescents counterchanged.
Crest: A winged heart gules and argent.
Motto: *My shield is honor.*
Registry: Golden Orb, 551.
Holdings: Lyf (Alaga).
Major Tenants: None.

AVONA, Earl of Karveth
Shield: Argent, a fess gules, in chief and fess point three bulls passant proper.
Crest: A bull passant proper.
Motto: *In the bosom of the sea.*
Registry: Golden Orb, 467.
Holdings: Karveth (Toron).
Major Tenants: Avonasen.

AVONASEN, Baron of Zuilos
Shield: Party per pale purpure a bull's head caboshed gold and gules a portcullis argent.
Mantling: Purpure and gules.
Crest: A sun in splendor of the second.
Motto: None.
Registry: Golden Orb, 630.
Holdings: Zuilos (Avona).
Major Tenants: None.

CHORLON, Baron of Wharo
Shield: Gold, a unicorn rampant sable.
Crest: A unicorn statant sable.
Motto: *Wisdom.*
Registry: Golden Orb, 412.
Holdings: Wharo (Thabel).
Major Tenants: None.

DESSAR, Baron of Jothet
Shield: Gules, a chevronel argent, in chief and navel point three lions' heads couped gold.
Crest: A lion's head couped gold.
Motto: *Golden Heart.*
Registry: Golden Orb, 589.
Holdings: Jothet (Gwenalin).
Major Tenants: None.

DUATHANE, Baron of Yael
Shield: Sable, three escallops argent.
Crest: A bugle-horn stringed gold.
Motto: *Joyous guard.*
Registry: Golden Orb, 647.
Holdings: Yael (Toron)
Major Tenants: None.

ERDARTA, Baron of Ramere
Shield: Vert, two chevronels argent, in dexter and sinister fees two crosses flory of the second. In chief gold, three oval buckles sable.
Mantling: Gold and vert.
Crest: A bear's head couped proper.
Motto: *High lands, high purpose.*
Registry: Golden Orb, 501.
Holdings: Ramere (Gwenalin).
Major Tenants: None.

GWENALIN, Earl of Biren
Shield: Party per chevron argent and purpure, a seme of crosses moline counterchanged. In party chief gold a double headed eagle displayed sanguine.
Mantling: Gold and purpure.
Crest: A gryphon's head erased proper.
Motto: *Blood and honor.*
Registry: Golden Orb, 630.
Holdings: Gythrun (Toron), Parnam (Toron).
Major Tenants: Dessar, Erdarta, Morezyn.

HALWYN, Baron of Glenoth
Shield: Argent, in base gules, three molets of five points counterchanged surrounding a lymphaid, sail furled proper.
Crest: A boar passant of the second
Motto: *Open hand.*
Registry: Golden Orb, 336.
Holdings: Glenoth (Thabel).
Major Tenants: None.

JOTHYSAN, Baron of Ontur
Shield: Party per pale vert and tenne, two leopards rampant above a molet of six points all gold.
Mantling: Gold and tenne.
Crest: An eagle rising, wings elevated and displayed of the third.
Motto: *Awakened glory.*
Registry: Golden Orb, 589.
Holdings: Ontur (Alaga),
Major Tenants: None.

MARADYNE, Baron of Gosus
Shield: Quarterly, sable, a heart argent, sanguine, an escarbuncle gold.
Mantling: Argent and sanguine.
Crest: A hawk's bell gold.
Motto: *A heart.*
Registry: Golden Orb, 298.
Holdings: Gosus (Thabel).
Major Tenants: None.

MOREZYN, Baron of Menio
Shield: Party per pale azure a double headed eagle displayed proper, gold a seme of crosses bottonny sable.
Mantling: Azure and gold.
Crest: A swan close proper.
Motto: None.
Registry: Golden Orb, 602.
Holdings: Menio (Morezyn).
Major Tenants: None.

PERHEL, Baron of Huvos
Shield: Party per quarterly argent and gules, a dexter hand and a sinister hand both counterchanged.
Crest: A key of the first.
Motto: *Both fox and lion be.*
Registry: Golden Orb, 630.
Holdings: Huvos (Thabel).
Major Tenants: None.

THABEL, Earl of Nurisel
Shield: Purpure, a stag's head caboshed gold. In honour point a rose argent.
Crest: A rose of the third between two stag antlers of the second.
Motto: *I endure.*
Registry: Golden Orb, 243.
Holdings: Nurisel (Toron).
Major Tenants: Chorlon, Halwyn, Maradyne, Perhel.

TORON, King of Melderyn
Shield: Party per bend sinister gules and sable, a horse rampant argent.
Helm: Proper and gold.
Crest: An eagle displayed, wings inverted, surmounted by the crown of Melderyn, gold.
Supporters: Two winged horse rampant of the third and fourth.
Motto: *A mighty fortress is the love of the people.*
Registry: Golden Orb, 585.
Holdings: Cherafir, Chyrefal, Cosyuh, Cupeth, Jetust, Racyn, Shenap.
Major Tenants: Alaga, Avona, Duathane, Gwenalin, Thabel, Wederine, Order of the Lady of Paladins.

WEDERINE, Baron of Moque
Shield: Party per pale, argent a lymph aid sail furled gules, azure, castle gold.
Mantling: Azure and argent.
Crest: A molet of eight points, gold.
Motto: None.
Registry: Golden Orb, 630.
Holdings: Moque (Toron).
Major Tenants: None.

Format: These are shortened registry entries. Registers generally allow at least one full page for each clan. All of the above clans are sufficiently important to merit several pages in most registers.

Clans and Titles: Only clans who hold a keep or better are included. Only the clan's best title is given.

Holdings: Castles and keeps held in fee simple by the clan, and from whom they are held (the liege).

Registry: The college enclave and date of the most recent registration and/or amendment. Components of many of the achievements, particularly the arms and specific charges, have more recent associations with the clans.

FEUDAL GOVERNMENT

In Melderyn, as in other feudal states, all land belongs to the monarch. Lands and titles are granted by the throne in exchange for military service. Feudal nobles tend to place their own interests above those of the crown. That being said, Melderyn has always been free of the scramble for position that usually follows the succession of a new monarch in other feudal kingdoms, the result of a more stable royal dynasty.

The Melderyni king has vast personal holdings on Melderyn Island and he and the southern earls of Nurisel and Karveth have substantial influence in the north through their holdings there. It is notable that the northern earls hold no significant estates on Melderyn Island.

The Royal Government

The governmental structure of Hârnic feudal states owes a great deal to the Melderyn model. Kanday, Rethem, Chybisa, and particularly Kaldor are all organized in a similar fashion. Royal government is an extension of the royal household and most of its non-provincial organs travel with the king. The monarch personally appoints all senior and some minor officials in the bureaucracy. Department heads usually choose their own subordinates. There is some degree of bribery and political maneuvering to obtain positions in the royal service. Patronage and nepotism is not deemed improper unless it is against the interests of the crown. Royal officials are generally far better paid than persons holding similar positions outside government.

Government offices and their monthly salaries are shown on the next page.

The Chamber

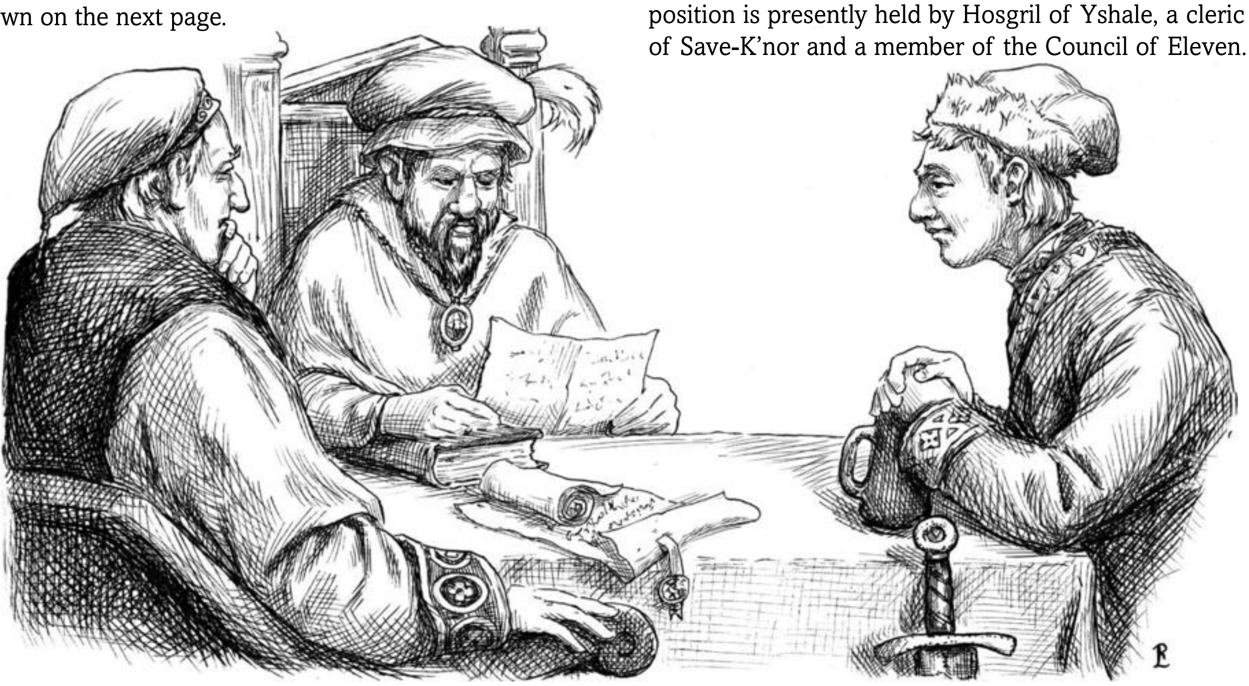
The Chamberlain, Sir Lesel Vonath, is a cousin of the Earl of Karveth. This department is primarily responsible for the daily operation of the royal household and has immense power, including controlling access to the king.

The Chancery

The Chancellor is Sir Enos Slato, a learned knight in his 50s. He is responsible for the general government and judiciary of the kingdom as a whole. Civil officials, including the aldermen of towns, usually report to him. He also presides over the chancery court, which is the highest below that of the king himself. The Judge Advocate of Melderyn may be thought of as an attorney-general, and the Inquisitor General is the chief crown prosecutor. The Lord Privy Seal keeps the great seal of Melderyn and acts as a confidential personal secretary to the Privy Council and/or the king. The governments of the freetown of Thay and the city of Cherafir are also part of the Chancellor's responsibility, although he generally limits his influence to matters of direct interest to the crown.

The Exchequer

The Chancellor of the Exchequer (or Exchequer Royal) is the chief financial officer of Melderyn. His responsibilities include the collection of royal revenues (through the sheriffs) from the provinces and towns. He is also responsible for the inspection of goods imported to Melderyn and the transhipment of such imports to other parts of Hârn. He presides over the royal mint in Cherafir and advises the king on budgetary matters. This position is presently held by Hosgril of Yshale, a cleric of Save-K'nor and a member of the Council of Eleven.



The Shires

Sheriffs are the king's agents within their shires but are answerable to the Exchequer for financial matters and the Chancellor for judicial matters. Each sheriff commands a royal stronghold and residence along with its permanent garrison. In terms of the power at his disposal, a sheriff is virtually the equal of an earl; in some ways he is more powerful. Only the fact that he must send most of his fief income to the king, who may dismiss him at any time, distinguishes him from the feudal lords.

Dyriamarch

Dyriamarch may one day become a shire but is not yet sufficiently secure. Unlike border marches in most kingdoms, which are administered by a royal official, the region is under the military government of a warden responsible to the Earl of Elorin. Dyriamarch originated as a claim made by the Earl of Elorin in 691. The earl's claim was effectively confirmed by King Chunel in 693, when he allowed the borders of Elorinshire to be redrawn, moving Kesedon Hundred (which included Laket) into the march.

LORD HIGH CHAMBERLAIN 960d	Chief Clerk of the Chamber 240d	Chamber Clerks 96d	
	Lord Master Herald 360d	Royal Heralds 140d	Pages in Training
	Royal Physician 240d	Deputy Physicians 148d	
	Seneschal of the Chamber 420d	The Royal Chef 200d	Kitchen Serfs 9d
		Master of the Cellars 148d	
		Food Taster 48d	
		Chamber Serfs 18d	
	Astrologer Royal 240d	Journeyman 60d	Apprentices
	Master of the Esoteric Arts 300d	Journeyman 72d	Apprentices
	Alchemist Royal 240d	Journeyman 60d	Apprentices
	The King's Fool 84d		
	Chief Bard of the Chamber 240d	Musicians/Harpers 72d	
CHANCELLOR OF MELDERYN 960d	Lord Privy Seal 600d	Chief Chancery Clerk 120d	Clerks 84d
		Keeper of the Rolls 120d	
	Inquisitor General 420d	Royal Agents 72d	
	Lord Advocate of Melderyn 420d	Chancery Advocates 180d	
	Lord Mayor of Thay 360d	Lord Warden of Thay 280d	
		Aldermen (10) 180d	
	Lord Warden of Cherafir 360d	Aldermen (12) 180d	
EXCHEQUER ROYAL OF MELDERYN 960d	Treasurer of the Exchequer 480d	Governor of the Royal Mint 300d	
		Royal Assayist 180d	
		Royal Engravers 120d	
		Collector General 200d	Tax Collectors 72d
	Chief Clerk of the Exchequer 300d	Exchequer Clerks 96d	Toll Collectors 48d
	Inspector of Public Works 240d		
	Lord Architect 300d	Royal Masons 148d	
	Inspector General of Tariffs 300d	Tariff Clerks 96d	
		Tariff Collectors 60d	
	Harbormaster (Cherafir) 200d		
	Harbormaster (Thay) 200d		
LORD MARSHAL OF MELDERYN 840d	Army Commanders (temporary)	Unit Commanders	Military Units
	Inspector General of the Army 480d		
MARSHAL OF THE ROYAL GUARD 720d	Captain of the High Guard 420d	Kt. Commanders HG 360d	Knights 320d
	Captain of the Low Guard 240d	Sergeants of LG 84d	Men at Arms 60d
	Master of Squires 324d	Squires in Training	
	Master of the Hunt 120d	Falconer Royal 84d	
		Master of Hounds 72d	
	Royal Weaponcrafter 240d	Journeymen 120d	Apprentices
	Royal Ostler 180d	Journeymen 96d	Apprentices
LORD HIGH SHERIFFS 720d (1 per Shire)	Constables of Keeps/Castles 600d	Permanent Households	
	Foresters Royal of Hundreds 480d	Royal Foresters 84d	
	Bailiffs of the Hundreds 300d	Bailiffs of Royal Manors	
		Moot Clerks 84d	

THE COUNCIL OF ELEVEN

Created by Erebir in 12 TR, the council was intended to provide the kings of Melderyn with the best possible advice. Their charter was, and remains, highly flexible. They have the right to appoint their own members, educate the king's children, and rule on various matters, including royal succession. They have always been covert, their existence known to very few persons. Nonetheless, they have had a profound influence on Melderyni history. While it is incorrect to say that they are the real rulers of Melderyn, their advice is rarely ignored.

The number of council members is highly variable. They appoint as many or as few persons as they deem necessary. Their name reflects the fact that there were originally eleven members. In the past 700 years, there have sometimes been as few as four and as many as 18 councilors.

Melderyni kings have sometimes been members of the council, although this has not usually been the case. Chunel is only the sixth monarch to hold a seat on the council. The last king before Chunel to sit on the council was Lodros.

The council also periodically appoints advisory members. These persons do not hold a seat or have a vote, but are consulted about matters concerning their area of expertise. This has become a more common practice since the reign of Lodros. Many of these advisory members are only slightly aware of the full activities of the council. Full members of the council are normally appointed for life. Advisory members are appointed "for the duration of need." It should be noted that no one, not even Dyalne Dulye (see page 11), the one member who was forcibly expelled from council, has ever broken the secrecy about the council's dealings.

Council Members

As of 720, there are 12 full members of the council and six advisory members.

Eilyn Dulye: A gray sorcerer, a cousin of King Chunel. See page 11 for biographical notes. Eilyn chairs the council.

Gladryne Dulye: A Lyahvi Shek-Pvar and a cousin of King Chunel. She is the illegitimate daughter of Glisil Dulye and the mage Golor the Quick.

Vensit of Kelede: At 32, Vensit is the youngest council member. He is a brilliantly talented Savoryan Shek-Pvar.

Ronis of Merkenos: Ronis is a widely traveled scholar and lexigrapher. He operates a small shop in Cherafir.

Yebisi of Netoshi: A Jmorvi Shek-Pvar, Yebisi operates a weaponcrafting franchise in Cherafir. He was born in Molkura in eastern Lythia but vigorously denies rumors to this effect.

Deryk of Pharcaras: A Fyvrian Shek-Pvar. His brother is a talented physician in Cherafir.

Merena of Sinarael: The King's Harper. There has been a long tradition that at least one member of the council is a talented artist or musician.

Sunoril Thabel: The Earl of Nurisel. In addition to possessing considerable political acumen, Sunoril dabbles in magic and has some well-developed psionic talents.

Chunel Toron: King of Melderyn.

Obiris of Ueld: The Hârnic Primate of Save-K'nor. He is reputed to be one of the most intelligent men on Hârn.

Erech of Werthade: An astrologer.

Hosgril of Yshale: A rowanti (loremaster) of the Church of Save-K'nor's *Order of the Rydequelyn*. Most councils have included a member of the Rydequelyn, whose role is usually that of "devil's advocate."

Advisory Members

Tymas of Baswhyl: High Priest of the Ilviran *Order of Chuchlaen Wheelwright* at Gedan in Orbaal.

Nykkal of Claswith: Chamberlain of the Earl of Tormau in the Kingdom of Rethem. Nykkal was born in Trierzon and came to Hârn in 705. He has been an advisory member since 706 and in the employ of the earl since 707.

Aranath Halirien: King of Evael. Aranath has been an advisory member since the creation of the council.

Erila Kaphin: Lord Privy Seal of Kaldor. Erila is also the lover of the aged King Miginath of Kaldor.

Anaflas Milaka: Younger brother of King Andasin IV of Kanday and Sheriff of Peris.

Noron: Like Aranath, the demi-god Noron has always been an advisory member of the council.

SHIRES AND HUNDREDS

Melderyn is divided into six shires, each subdivided into hundreds. The judicial divisions are unrelated to the feudal subinfeudation of land. The shire moot is shown below each shire name.

Each shire is administered by a sheriff who is appointed by the king. Sheriffs answer to the Exchequer Royal for financial matters and the Lord Chancellor for judicial matters. Sheriffs have enormous power arising from their judicial and taxation rights. They are powerful nobles but have no hereditary claim to their title. The position of sheriff (and the revenues of the shire) are often sold to the highest bidder in exchange for a fixed amount set by the Exchequer. The sheriff levies taxes and fines to pay the fixed fee every year, keeping any extra he can raise. Wise sheriffs take care to not be too greedy, as unrest is never welcomed by the crown.

The sheriff appoints a Bailiff of the Hundred to administer local justice in each hundred. The economic center of each hundred is shown under Market; it is usually the main settlement in the hundred but is sometimes a separate settlement from the hundred moot.

Dyriamarch

Dyriamarch is a division of Melderyn but is not a shire. It has few people and settlements and is not divided into hundreds.

Shire	Hundred	Moot	Market
BIREN **(Racyn)**	Befenor*	Wuron	Wuron
	Gythra	Hossel	Gythrun
	Holosi	Calanir	Cundras
	Regonalen	Thex	Racyn, Fosumo
	Saloren*	Worut	Worut
	Yaelion	Purque	Yael
CHERFIN **(Shenap)**	Alatar	Then	Then
	Donenel	Silerios	Shenap
	Elwesa	Elwesa	Elwesa
	Grimruld	Ciev	Ciev
	Helop	Lunt	Gosus
	Onier	Pedec	Wharo
	Pomiley	Ebem	Ebem
	Ravin	Monob	Monob
	Tarial	Tarial	Cherafir
	Tenir*	Haux	Haux
DATH **(Jetust)**	Ambris*	Widel	Widel
	Arien	Sanric	Sanric
	Atressa	Heckost	Heckost
	Bredan	Pikem	Nurisel
	Chyle	Akper	Akper
	Daken	Dacek	Dacek
	Feryce	Kylnom	Kylnom
	Firithel	Juz	Jetust
	Indatha	Honike	Honike
	Karveria	Pozut	Karveth
	Laminar*	Zaben	Zaben
	Narath	Pelinam	Pelinam
	Nimilel	Feg	Feg
	Poria*	Cedige	Cedige
	Taniran	Stona	Stona
	Tonallan	Medira	Medira
	Wylesha*	Angirt	Angirt
DYRIAMARCH	Dyriamarch	Laket	Laket
ELORIN **(Cosyuh)**	Anoren*	Knite	Knite
	Bujdel*	Breden	Breden
	Calamanir	Alfon	Alfon
	Cosyumin	Rhyt	Cosyuh
	Delwyn*	Fabro	Fabro
	Lakori	Wutsust	Parios
	Meniona	Acombey	Menio
	Quinlin	Skon	Ramere
	Sheda	Hjuruth	Harden
IKO **(Chyrefal)**	Felshon	Inorm	Inorm
	Ikonli	Japot	Chyrefal
	Kanir	Polef	Glenoth
	Saviran	Huxley	Huxley
LENED **(Cupeth)**	Abitar	Jitup	Jitup
	Aleta	Abery	Thay, Ontur
	Belhimon	Kalec	Parnam
	Chakre	Stakot	Huvos
	Cuton	Tence	Lyf
	Horkand	Nadar	Moque
	Jothen	Filik	Jothet
	Kestran	Leber	Zuilos
	Thicesund*	Wedhyme	Wedhyme
	Vimen	Versos	Cupeth

**These hundreds are relatively underpopulated and have large expanses of wilderness. See next page for details.*

THE GREAT FORESTS

A handful of Melderyn's hundreds are largely unpopulated and have large expanses of wilderness. Although each has a Bailiff of the Hundred, the sheriffs also appoint Foresters Royal for these hundreds. These wardens are charged with protecting and exploiting local resources for the benefit of the crown. Poachers may be captured and bound over to the sheriff for justice, but it is not uncommon for a forest warden to resolve the issue directly.

The wardens share power with the bailiffs but in practice are often the sole arbiters of law and order within their hundreds. In hundreds with very few manors, the duties of the Bailiff of the Hundred are relatively light. In some such hundreds, one man holds both offices. In others, the office of bailiff is a sinecure held by a favorite of the king or sheriff who rarely steps foot in the hundred, leaving the warden to handle the duties of both offices.

Ambris, Dathshire

Ambris Hundred covers the largely uninhabited southwestern corner of Melderyn Isle, from the barren and windswept Wightmoor heath in the west to the forested Ruln and Rohanid Hills to the east. Gelimo is the site of the best-known remnant of the Henge Culture, as well as a Fyvrian chantry. Vil Abbey, an important academy of the Church of Save-K'nor and a popular destination for pilgrims, is located along the southern coast of Ambris.

Anoren, Elorinshire

The dense oak and pine forests of Anoren Hundred are home to the Bujoc tribes and the Gargu-hyeka of the Chindra nation. Seams of valuable metals in the southern hills have attracted the Miners' Guild. The Hyeka will take over any mines left unguarded. The mines tend to be fortified camps with mercenaries to protect against gargun and tribesman alike. The royal foresters don't stray far from the paths to the mines and ignore the wild northern part of the hundred. The site of the Bujoc winter moot overlooks the enigmatic Earthmaster site at Telumar. The gargun tend to avoid it.

The Bujoc

The Bujoc homeland is the rugged and densely forested Anadel Highlands. Their 34 tribes seldom exceed more than 100 members each. They are a semi-nomadic people with a peaceful, matrilineal culture.

The Melderyni are viewed by the Bujoc as defilers of the land because of the mines that have been established in their range. Most mine sites are guarded year round by mercenaries to prevent sabotage.

The Bujoc prefer to have little contact with outsiders and will usually notice hostile interlopers well before they present a threat. Wayfarers who cause the Bujoc distress are sometimes ambushed with deadfall traps, but the tribes more often try to arrange for the interlopers to encounter gargun or Pagaelin. Travelers on the Genin Trail frequently encounter the Bujoc, who may assist those lost or injured.

The tribesmen trade bear and wolf pelts and rare herbs for pottery, cloth, and alcohol. They also trade for non-metal tools and artifacts; they do not use metal blades and will not trade for them.

The Hodiri

The nomadic, horse-breeding Hodiri graze their herds on the woodland plains of Horadir west of Melderyn. With 82 tribes totalling more than 25,000 people, the Hodiri are the most populous of Hârn's tribal nations. The tribes meet every spring at Patrel, a site on the Jebru river.

The Hodiri periodically attack caravans on the Genin Trail but this is not a common practice. They are more likely to trade with those who travel through their range than to kill them, although accidents have been known to happen. They are good warriors on foot and utterly ferocious when mounted; their use of bows from horseback makes them very dangerous.

The Earl of Elorin's claim on Horadir and establishment of Dyriamarch has created tension with the Hodiri. The march warden, who is the earl's son, sends occasional punitive expeditions against the tribesmen, so far without notable effect. His limited forces are insufficient for making the region safe for settlers.

The Solori are traditional enemies of the Hodiri. As the Solora Crusade has forced the Solori to move closer to the Hodiri range, raids have become more common and violence is escalating.

Befenor, Birenshire

Befenor Hundred encompasses a great expanse of wilderness in northern Birenshire. The meadows of the Anadel foothills are home to a few goat-herding clans that consider themselves the last true Lakori people. At slaughtering time, they drive the herds of Hefiosa Landrace goats to Lake Cenlim, where they marry off their daughters and trade with mercantylers and hideworkers from Gythrun and Cundras. They are mistrusted by both the Melderyni and the Bujoc. Past foresters have used the clansmen as informal deputies, a service for which they allowed some occasional poaching. The newly appointed forester royal takes a dim view of his predecessors' lax enforcement of forest law.

Bujdel, Elorinshire

The forester royal, Sir Cheral Legith, is a great bear of a man who takes his duties lightly. He lives in Harden rather than Tilede, the manor attached to the wardenship. His seven foresters are feared for their overzealous prosecution of poachers. They ensure the mineral shipments are safe from tribesmen and bandits but worry less about travelers not seen as profitable to the crown. The wilds of the Anadel Highlands west of the mines are left to the Bujoc.

Delwyn, Elorinshire

Delwyn was once a settled part of Elorinar but gargun attacks and the Rape of Thay forced civilization to the banks of the Horka and Efesir rivers; the long grass of the coastal plain covers many ruins. Noble clans, like that of Sir Alsel Sadaral, the bailiff of the hundred, lost their lands and wealth during these attacks and often talk of reclaiming them. The gargun of the Moym nation are hunted by scions of Melderyn's noble houses; the unwary rarely live to boast of their sport.

Laminar, Dathshire

The dense forests that cover the Dath Hills are a haven for outlaws, mostly runaway serfs, and are avoided by honest folk. Laminar Hundred's population is small and Sir Firen Wyrndel acts as both forester and bailiff. As Forester Royal of the Dath Hills, his responsibilities cross Laminar's borders into the surrounding hundreds, something not always appreciated by their bailiffs.

Poria, Dathshire

With only a few manors along the coast, most of Poria Hundred is uninhabited. It is well known for the two Henge Culture sites that lie within its borders: Telegar Hill and Vara Henge. The people of Poria scrupulously avoid the area around Vara Henge due to its association with disappearances and other strange events.

Saloren, Birenshire

Saloren is completely within the range of the Bujoc and Solori tribal nations. The Melderyni presence is limited to Worut Manor and a few forts built by the Order of the Lady of Paladins. Worut was once a frontier trading post but now sees few Solori or merchants as the fighting order gets most of its supplies from Cundras. Sir Arkiel Delin, the bailiff of the hundred, shares the Sheriff of Biren's disgust with the Solori Crusade, an opinion that has made him and his men unpopular with the order and with the settlers in Holosi Hundred. The sheriff is looking to fill the position of forester royal with someone who will help track the order's activities.

Tenir, Cherfinshire

The vast expanse of Tenir covers most of the island of Melderyn east of the Tuven River; it stretches from the Umnar Hills in the north to the Leonese Marshes in the south. A handful of knights owing fealty directly to the king hold a string of manors along the western edge of the forest. These often serve as hunting lodges for the royal court. The Church of Peoni holds the remote Ulmstane Abbey at the southern end of the marshes. A recent disappearance has prompted the abbess to ask the sheriff to investigate.

Thicesund, Lenedshire

Herds of wisent roam the woodlands and hills of Thicesund Forest. Sir Jord Dessar, a cousin of the Baron of Jothet, holds the offices of forester royal and bailiff of the hundred and is as diligent in enforcing forest law as he is in collecting the revenue from the hundred's mines for the crown. Sir Jord has a wary relationship with the Bujoc tribesmen, who freely roam the southern reaches of the hundred while keeping their distance from the noble hunting parties that use the lodges at Wedhyme. Bandits plaguing the road between Jothet and Parios are believed to hide out in Thicesund; that they continue to evade Sir Jord and the Sheriff of Elorin alike is a source of embarrassment to both.

Wylesha, Dathshire

Lying along the northeastern coast of the island of Melderyn, most of the scattered coastal manors of Wylesha are held from the Baron of Glenoth and are concerned primarily with fishing. The Wylesha Woods gradually give way to the more densely forested Hulnon and Umnar Hills. Wylesha is home to the Savoryan chantry of Ulama but it is better known for the many tales of spirit folk in its "enchanted" woods.

POINTS OF INTEREST

The following is a listing of various interesting sites in Melderyn. Included are a representative sampling of various Henge Culture sites and several small chantries.

This list includes only a few of the better known or more spectacular Henge Culture ruins. A complete catalog of the sites has never been done, although it is estimated that there are at least 2,000 of them scattered over the islands.

As is the case with the Henge Culture sites, no attempt has been made at a definitive list of small chantries (those with fewer than eight resident masters). GMs should feel free to add chantries or Henge Culture sites as they need or want them.

Agadar Circle

Agadar Circle is in Atressa Hundred, not far from Nurisel. According to local legend, these stones are all that remains of an ancient king and his knights after being cursed by a witch. While this is obviously fantasy, the real purpose of the stones remains a mystery. In the 5th century TR, it was discovered that the center of the circle is a Barasi Point, a “soft gate” that opened to Yashain. Further research showed that the “gate” fluctuated considerably, appearing only occasionally and varying between Yashain and Terra. The circle is at the northern end of an imaginary line drawn from Gelimo and through Telegar Hill.

Borsun Stone

This enigmatic slab of rock stands about 20 feet high atop a hill in Ikom Island’s Ikonli Hundred. Halfway up the stone is a hole through which the sun shines on the summer solstice. Some reports suggest that persons who gaze through the hole receive a vision of the future.

Cherafir Chantry of Arcane Lore

Cherafir is home to the largest and most “serious” institution of the esoteric arts in the Hârnic Isles. The chantry is the headquarters of several secret orders, some of which predate Melderyn’s Five Kingdoms period. The institution functions as a college and hostel as well as a place of study for several dozen practitioners of the arcane arts. An Earthmaster-constructed chamber below the chantry holds one of the teleportal gates known as Godstones (see *Godstones,* COL #4915).

Darade Chantry

This Peleahn chantry in Tenir Hundred was founded in 420 TR and has traditionally explored “unorthodox” forms of Peleahn magic. There are only two resident masters and a handful of students.

Gelimo

Gelimo is located in Ambris Hundred on the western shore of Melderyn Island. It is the best-known remnant of the Henge Culture that flourished on Melderyn and the surrounding isles about 3,500 years ago. The five concentric rings of stones lay on a wide expanse of heath overlooking the rocky coast.

Gelimo seems to have been particularly important to the Henge Culture. The red stones of the inner circle are believed to originate from a mountainous region of Emelrene. Each weighs up to 40 tons. The method of transporting them to their present location remains a mystery but it speaks highly of the energy and technological skill of the Henge Culture.

A Fyvrian chantry was established near Gelimo around 1100 BT. The Fyvrians chose Gelimo for its remoteness and the enhancing effect the stone rings have on their magic. There are currently eight resident masters at the chantry.

Holstat Giant

Located in Chyle Hundred on Elnar Island, this is one of several similar figures cut into hillsides throughout the islands. The Holstat Giant is about 200 feet tall and 50 feet wide at the shoulders. Local tradition respects the figure and nearby villages carefully maintain it. Some believe it to be a fertility symbol.

Longdyke

This earthwork in Tenir Hundred stretches for about three leagues in a gentle crescent. The earthen rampart rises 20 feet.

Melef Chantry

Melef is a small Fyvrian chantry located in Saviran Hundred on southern Ikom Island. It has existed for at least 800 years. There are four masters.

The Rekene

The Rekene is a maze carved on a large flat stone, around 30 feet square, that has clearly been moved some leagues for the purpose. The pattern of the maze bears some similarity to that found on some Kuboran barrow graves (see *Kustan,* COL #5886). There are some reports that walking the Rekene activates a Barasi Point. The Rekene is in Kanir Hundred on Glenoth Island.

Selson Grange

Although it seems to have been intended to be a large chambered tomb, Selson is most famous for the extensive rock carvings that decorate the interior. Numerous mages and scholars, including Genin, have attempted to divine the meaning of these carvings, so far without success. Selson Grange is very remote, being located on a tiny uninhabited island in Feryce Hundred.

The Silen Stone

Located in Indatha Hundred on Vicier Island, this peculiar structure consists of three 10-foot-high stones supporting a single flat stone that serves as a roof. How the Henge people raised this stone, which weighs at least 30 tons, is unknown. Locals believe the site is haunted.

Telegar Hill

This huge earth mound in Poria Hundred is 130 feet high and 80 feet across its flat top. Its original purpose is unknown. Some speculate that it is an immense tomb for an ancient lord of the Henge Culture; a few scholars believe it has astrological significance. It has been noted that Telegar Hill lies on a straight line halfway between Gelimo and Agadar Circle. This may just be coincidence.

Telumar

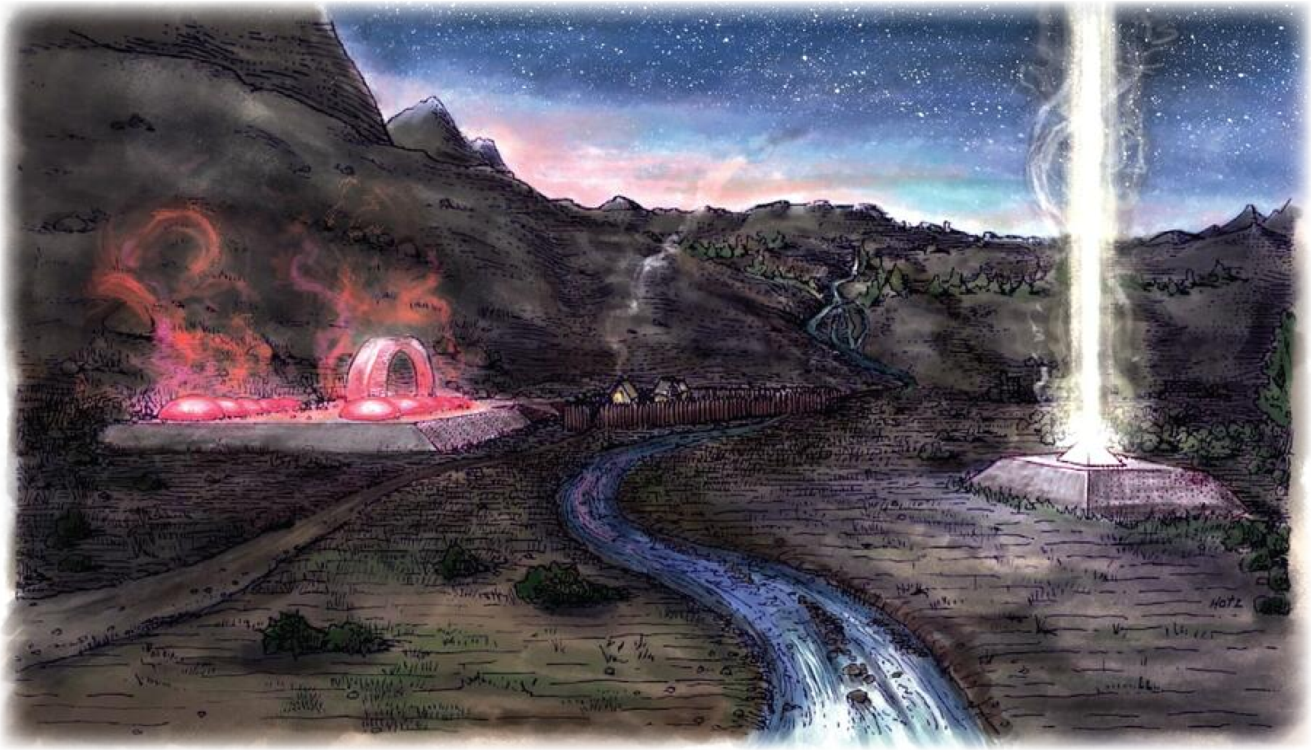
Telumar is located in the wilderness at the north end of Anoren Hundred in a gap between the Sorkin and Anadel mountains. The site contains five structures from the Earthmaster era, one of which houses a Godstone (see *Earthmasters,* COL #4037). The structures were damaged and partially covered by a landslide in 707. A ruined Khuzan stone wall dating from the Atani Wars is nearby. Lepridis of Melderyn, a Lyahvian Shek-Pvar, is attempting to discover the secrets of the mysterious lights that periodically emanate from the structures. The Bujoc tribal nation holds its winter moot on the hills overlooking Telumar and the site is within the range of the Chindra Gargu-hyeka.

Ulama Chantry

A Savoryan chantry in Wylesha Hundred, Ulama was founded more than 1,000 years ago. There are six resident masters.

Vara Henge

Located in Poria Hundred, Vara is one of the most extensive sites that the Henge Culture left behind. Several stone circles, numerous standing stones, and eight chambered tombs are scattered over a two-square-mile area. Some scholars believe that Vara was the chief settlement of the Henge Culture. Pymel the Meticulous noted that there are no less than three “floating” Barasi Points at Vara, an observation that has been confirmed by others. Like that at Agadar, the Vara gates seem to open and shut of their own accord and their destinations are highly variable.



MILITARY RESOURCES

The king obtains military forces from several sources: the feudal levy, the militia, and mercenaries. The feudal levy are those men and knights who hold lands in exchange for military service of 30 to 90 days per year. Some who owe service pay scutage to hire mercenaries to replace them.

Kings of Melderyn have never led an army on the mainland. There is some evidence of fighting during the Five Kingdoms period, but these seem to have been skirmishes rather than wars. The theoretical Lord Marshal of Melderyn is the king, which is another way of saying the office is left vacant.

A fief's military resources can be derived from the political and economic data given in the table below.

Fief	Type	Grid	Holder	Guard	Manors	Acres	House-holds
Cherafir	City	N10	King Chunel	4*	0	n/a	1,400
Cherafir	Manors	N10	King Chunel	n/a	111	175,520	3,491
Chyrefal	Castle	N9	(Sheriff of Iko)	2	38	67,480	1,305
Cosyuh	Keep	M7	(Sheriff of Elorin)	1	19	32,540	663
Cupeth	Keep	M7	(Sheriff of Lened)	1	20	34,980	689
Jetust	Keep	M10	(Sheriff of Dath)	1	42	67,780	1,370
Moque	Keep	M7	Baron Wederine	1	15	25,590	548
Racyn	Keep	M9	(Sheriff of Biren)	1	35	57,540	1,192
Shenap	Keep	N10	(Sheriff of Cherfin)	1	39	61,580	1,349
Thay	City	M7	Freetown	4	0	n/a	840
Yael	Keep	N8	Baron Duathane	1	13	22,810	487
Cundras	Keep	M8	Lady of Paladins	1*	13	22,480	466
Fosumo	Keep	M8	Lady of Paladins	1*	7	13,760	292
Gythrun	Castle	M8	Earl Gwenalin	2	34	57,010	1,248
Jothet	Keep	M7	Baron Dessar	1	25	41,320	819
Menio	Keep	M7	Baron Morezyn	1	20	34,020	770
Parnam	Keep	M7	(Constable)	1	21	35,130	721
Ramere	Keep	M7	Baron Erdarta	1	19	33,060	676
Harden	Castle	M7	Earl Alaga	2	45	73,530	1,666
Laket	Keep	L8	Warden Dyriamarch	1*	24	40,820	820
Lyf	Keep	M7	Baron Arbustren	1	13	22,940	477
Ontur	Keep	M7	Baron Jothysan	1	14	23,730	597
Parios	Keep	M7	(Constable)	1	7	13,300	292
Karveth	Castle	M10	Earl Avona	3	74	121,070	2,315
Zuilos	Keep	M7	Baron Avonasen	1	16	27,170	559
Nurisel	Castle	M10	Earl Thabel	2	49	78,460	1,973
Glenoth	Keep	N9	Baron Halwyn	1	20	33,880	697
Gosus	Keep	N10	Baron Maradyne	1	51	82,320	1,685
Huvos	Keep	M7	Baroness Perhel	1	22	36,400	737
Wharo	Keep	N10	Baron Chorlon	1	32	51,940	1,117

** These locations have additional military resources as described at right.*

The Feudal Levy

Most manors are held by a knight, with a squire and some yeomen. As a rough guide, all manors can provide one knight and one squire, one yeoman per 600 acres, and a militia equal to the number of households.

Military Garrisons

Major settlements will have a permanent garrison attached to the keep or castle. The number of guard companies is given on the table; each has 20 men (ideally).

The Royal Guard

Melderyn's only permanent armed force is the Royal Guard. This small but elite force is responsible for the protection of the royal household under the command of the Marshal of the Royal Guard.

The High Guard has three companies (20 men each) of knights-bachelor, supplemented from time to time by a similar number of knights of the feudal levy. The Low Guard is a permanent auxiliary force of eight companies of elite men-at-arms. The guard travels with the king except for two Low Guard companies that stay in Cherafir to augment the companies of the city watch. Two more companies are detached for special duties, such as escorting important persons.

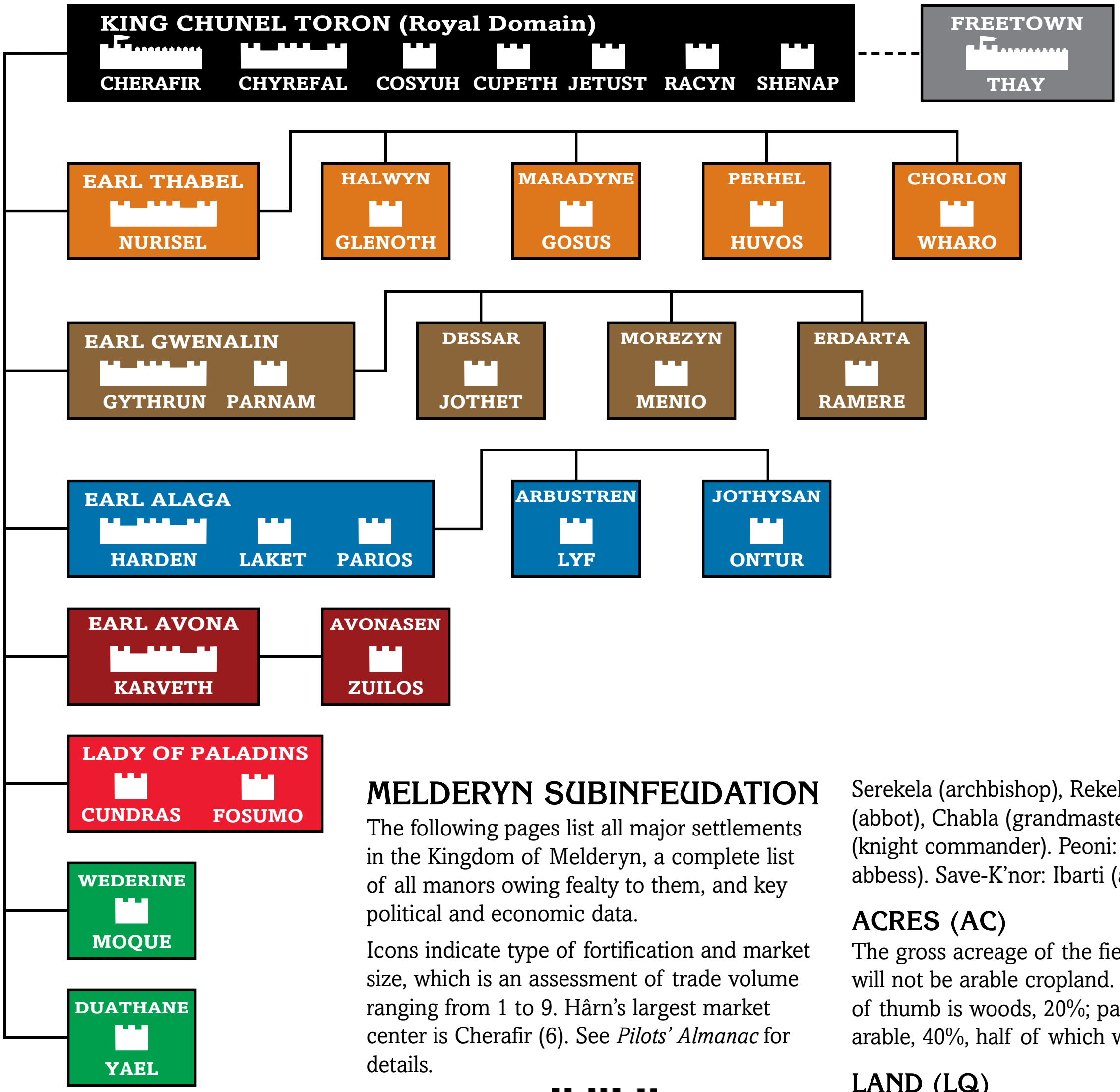
One company of the Low Guard can be regarded as the Melderyni "secret service." These individuals of various backgrounds often visit other parts of Hârn and western Lythia. Although they are paid as though they are men-at-arms, few of them could really be considered such. They report their observations directly to the Marshal of the Royal Guard, Sir Jerge Smeley.

Order of the Lady of Paladins

In addition to the usual garrison, the keeps held by the Lady of Paladins have roughly one knight per 1200 acres plus one man-at-arms per 300 acres. Cundras has one company of knights and four of men-at-arms; Fosumo has a squadron of knights and two companies of men-at-arms.

Dyriamarch

Dyriamarch is under the military command of the warden, who is responsible to the Earl of Elorin. In addition to the garrison company at Laket, the march has four permanent companies: one medium foot, two light foot, and one light archer. These token forces may double during the summer, augmented by feudal levy from the domains of the Earl of Elorin.


KING CHUNEL TORON (Royal Domain)
CHERAFIR
CHYREFAL
COSYUH
CUPETH
JETUST
RACYN
SHENAP
FREETOWN
THAY
EARL THABEL
NURISEL
HALWYN
GLENOTH
MARADYNE
GOSUS
PERHEL
HUVOS
CHORLON
WHARO
EARL GWENALIN
GYTHRUN
PARNAM
DESSAR
JOTHET
MOREZYN
MENIO
ERDARTA
RAMERE
EARL ALAGA
HARDEN
LAKET
PARIOS
ARBUSTREN
LYF
JOTHYSAN
ONTUR
EARL AVONA
KARVETH
AVONASEN
ZUILOS
LADY OF PALADINS
CUNDRAS
FOSUMO
WEDERINE
MOQUE
DUATHANE
YAEL

MELDERYN SUBINFEUDATION

The following pages list all major settlements in the Kingdom of Melderyn, a complete list of all manors owing fealty to them, and key political and economic data.

Icons indicate type of fortification and market size, which is an assessment of trade volume ranging from 1 to 9. Hârn's largest market center is Cherafir (6). See *Pilots' Almanac* for details.

Castle ▬
Keep ▪
Market Size ②
Port ⚓

MANORS

Manors owing fealty to a major settlement holder are listed here, indented to show their subinfeudation rank.

HUNDRED

A legal subdivision of a shire, held by a Bailiff of the Hundred for the Sheriff. Hundred Moots are identified by the entry B/H under Holder and listed on page 24.

HOLDER

The holder of the fief. Clans hold lands in fee simple; named officials (Bailiff, Constable, etc.) hold fiefs "in trust" for their liege. Named officials for churches are as follows. Larani: Serekela (archbishop), Rekela (bishop), Serolan (abbot), Chabla (grandmaster), and Reblena (knight commander). Peoni: Pelnala (abbot/abbess). Save-K'nor: Ibarti (administrator).

ACRES (AC)

The gross acreage of the fief. Much of this will not be arable cropland. A reasonable rule of thumb is woods, 20%; pasture, 40%; and arable, 40%, half of which will be fallow.

LAND (LQ)

A factor describing the quality of the arable land on the fief, based on a Hârnic average of 1.00.

HOUSEHOLDS (HD)

The number of households on the fief. Population equals HD×5. Melderyn's rural households are roughly 65% serf and 35% freemen. The major settlements tend to have 60% urban freemen, with the balance divided among rural population as above.

FIEF REVENUE

The annual net revenue of a fief (after normal expenses) may be assumed to be 1d per gross acre. To this must be added revenue from vassals. Vassal fiefs held in fee simple will contribute roughly one half their net revenue (reflecting aids, scutage, etc.); those held by a bailiff or constable will provide all their net revenue.

CHERAFIR [N10] ⑥ ⚓

Tarial Hundred, Cherfinshire, 7,000

Government

Cherafir is a walled town and the royal seat of the Toron dynasty, kings of Melderyn. All major civic officials in Cherafir are appointed by the king with advice from the Council of Eleven. The chief civil officer is the lord warden (effectively a mayor), who has responsibility for all judicial and financial matters. He appoints 12 aldermen (nine of whom are currently women), tax officials, and so on.

Military authority in Cherafir is retained by the king directly but is usually executed by the lord constable of Caer Cherafir. Despite the profound influence of the king and his advisors, the civic authorities and citizens of Cherafir enjoy high degrees of personal and institutional liberty; the king's hand is hardly felt. Cherafir still holds an occasional town moot and judicial affairs are left to the council of aldermen.

History

Cherafir was occupied by the Jarin around 1100 BT, although it was occupied before that by the Henge Culture and earlier still by the Earthmasters. The modern city was founded in 1 TR when Erebir Pendragon made it his royal seat. Known as the "wizards' city," Cherafir is renowned throughout western Lythia as a center of scholastic activity. Cherafir boasts colleges of harpers and heralds as well as chantries of the Guild of Arcane Lore and various convocations of Shek-Pvar.

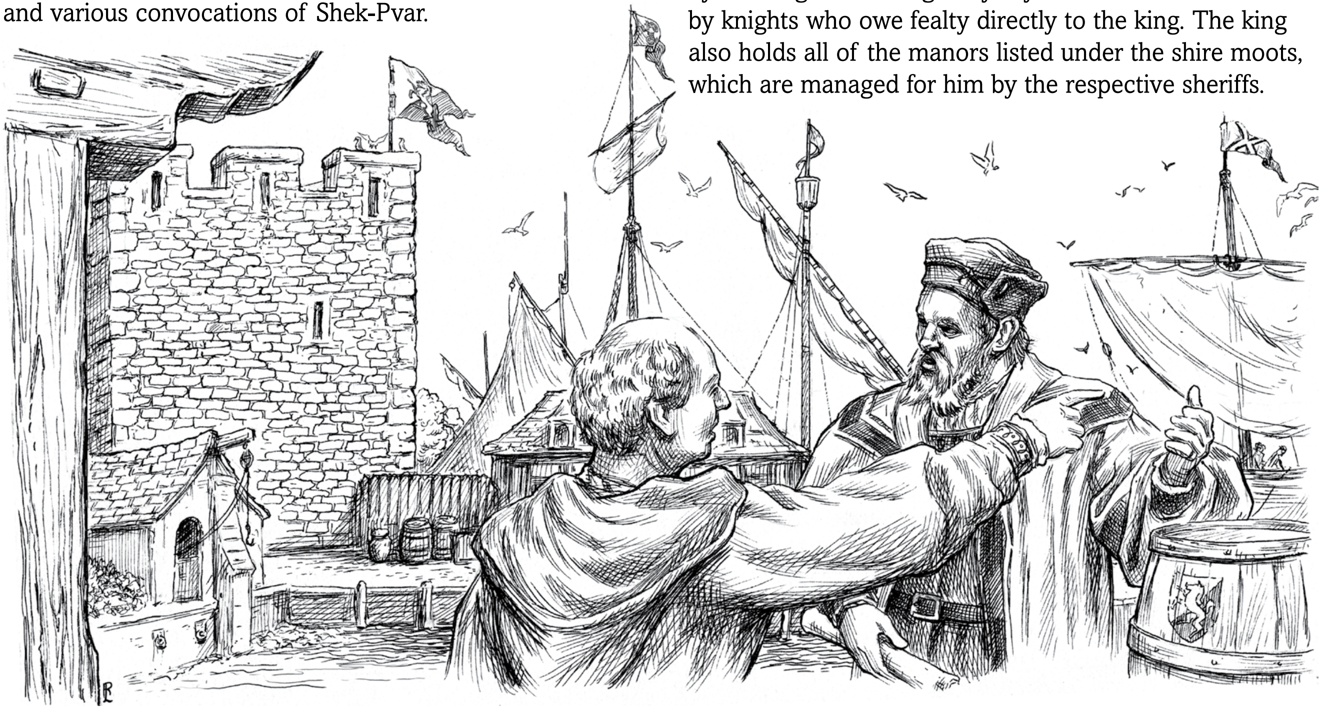
Economy

The economy of Cherafir revolves around its port; 80% of the trade between Hârn and Lythia passes through the city. Although Thay is the nexus of land trade with the rest of Hârn, all Lythian ships bound for that port are required by law to call first at Cherafir for inspection. There is an extensive list of goods that the Melderyni crown will not allow to be landed at Thay, regardless of their eventual destination. Proscribed items include weapons more "advanced" than those extant on Hârn, most arcane books and objects, and certain (flexibly defined) drugs, herbs, and elixirs. Some potential immigrants to Hârn with advanced powers, skills, or knowledge are also denied entry. Duties ranging from 10 to 500% (averaging 40%) are assessed against all allowable imports. Vessels that have paid their duties and otherwise passed inspection receive a sealed manifest from the harbormaster. Vessels seeking to dock at Thay will be refused entry if they do not present this manifest with the seal unbroken. Exports may ship from Thay with minimal restrictions.

Cherafir's foreigners' quarter, known as the Alienage, is often described as "Little Lythia." Most ships that come to Cherafir dock here and many accents and languages from the continent can be heard. Exit from the Alienage is regulated and foreigners are often denied entrance into the city proper. The quarter is poorly patrolled and the Lia-Kavair has considerable influence.

Royal Manors

The manors listed on the next page are held directly by the king and managed by royal bailiffs or are held by knights who owe fealty directly to the king. The king also holds all of the manors listed under the shire moots, which are managed for him by the respective sheriffs.



ROYAL DOMAIN

FIEF	HUNDRED	HOLDER	AC	LQ	HD
Anar	Tarial	Borat	1520	1.10	31
Xendume		Bailiff	1440	1.09	30
Bilo	Tarial	Algon	1820	1.09	35
Swune		Bailiff	1910	1.09	39
Brin	Tarial	Rusqur	1520	1.08	31
Salnar		Bailiff	1650	1.09	34
Edan	Donenel	Darvela	1680	1.09	31
Galven		Bailiff	1620	1.09	32
Larner		Bailiff	1630	1.08	33
Efsuz	Nimilel	King	1600	1.05	31
Cesut		Bailiff	1310	1.05	25
Hieath		Bailiff	1540	1.06	32
Erwurd	Atressa	King	1720	1.05	35
Lethwir	Arien	Bailiff	1800	1.06	36
Gelinor	Daken	Gelinor	1960	1.04	40
Kolimp		Bailiff	1340	1.04	26
Queditane		Bailiff	1250	1.05	25
Geortir	Alatar	Dulye	1510	1.08	32
Danang		Bailiff	1350	1.08	28
Mekmos		Bailiff	1430	1.07	27
Ruw		Bailiff	1270	1.07	26
Sturt		Bailiff	1770	1.08	35
Tupron		Bailiff	1500	1.08	29
Gohstuz	Firithel	King	1860	1.06	38
Jobob		Bailiff	1930	1.07	38
Tyship		Bailiff	1520	1.06	31
Harnik	Ravin	Luderyn	1620	1.07	30
Quebor		Bailiff	1460	1.07	29
Vuthim		Bailiff	1520	1.06	31
Hediln	Narath	King	1940	1.05	40
Tunip		Bailiff	1550	1.05	31
Hefac	Daken	Rogaty	1750	1.04	36
Giheth		Bailiff	1520	1.04	31
Helmnor	Taniran	King	1220	1.05	25
Portira		Bailiff	1190	1.04	24
Hiken	Tarial	Werdy	1300	1.09	27
Acle		Bailiff	1700	1.08	33
Caleme		Bailiff	1880	1.09	36
Hiplug	Donenel	Oparan	1620	1.09	33
Inalium		Bailiff	1200	1.09	23
Jobar	Ravin	Jobar	1710	1.07	35
Sefipod		Bailiff	1660	1.07	32
Kigeh	Helop	King	1930	1.07	39
Kom	Wylesha	Bailiff	1550	1.05	31
Lidef	Helop	Bailiff	1950	1.07	39
Opedes		Bailiff	1610	1.06	32
Wusped		Bailiff	1570	1.07	31
Kinar	Tenir	Kinar	1400	1.08	27
Azbar		Bailiff	1720	1.08	33
Hiden		Bailiff	1850	1.09	35
Tah		Bailiff	1620	1.07	31
Kinis	Tarial	Kinsela	1690	1.11	34
Fetud		Bailiff	1650	1.10	33
Roput		Bailiff	1420	1.09	29

The manors listed are directly controlled by the king (managed by royal bailiffs) or are held by knights who owe him fealty directly.

FIEF	HUNDRED	HOLDER	AC	LQ	HD
Lemos	Tenir	Sukaryn	1870	1.08	37
Distot		Bailiff	1110	1.08	22
Quane		Bailiff	1680	1.07	34
Mahn	Grimruld	Valady	1920	1.05	40
Grabe		Bailiff	1440	1.05	28
Lagin		Bailiff	1420	1.04	26
Wab		Bailiff	1240	1.04	25
Meldun	Tenir	Dybarn	1720	1.08	36
Norw		Bailiff	1440	1.08	27
Oniek		Bailiff	1250	1.08	23
Nenna	Ravin	Nenn	1930	1.07	36
Jemshur		Bailiff	1350	1.07	27
Nire		Bailiff	1550	1.06	31
Rigem		Bailiff	1640	1.07	33
Yarstux	Donenel	Bailiff	1500	1.08	30
Ollash	Pomiley	Pomil	1730	1.06	35
Ganden		Bailiff	1250	1.06	25
Pilt		Bailiff	1580	1.05	32
Posuni	Daken	King	1670	1.04	34
Nutim		Bailiff	1420	1.04	27
Quom		Bailiff	1590	1.05	32
Reginol	Tenir	Floryn	1670	1.08	34
Canof		Bailiff	1580	1.08	31
Telimon		Bailiff	1420	1.07	28
Rifnor	Donenel	Elgyn	1680	1.08	33
Bofwape		Bailiff	1340	1.07	27
Duts		Bailiff	1400	1.07	27
Shebra	Alatar	Deard	1800	1.08	36
Bojef		Bailiff	1440	1.08	27
Ridan		Bailiff	1570	1.07	34
Tenir	Tonallan	Logaren	1550	1.06	31
Dirth		Bailiff	1280	1.06	24
Tocade	Karveria	King	1980	1.03	39
Anfalx		Bailiff	1350	1.02	27
Vehn	Tonallan	Donesta	1730	1.06	35
Jilbeh		Bailiff	1420	1.05	27
Wynere	Pomiley	Lydelsyn	2150	1.06	42
Namelia		Bailiff	1460	1.05	29
Yenot	Pomiley	Yeno	1680	1.05	33
Jenor		Bailiff	1580	1.06	31
Zara	Pomiley	Delzar	1770	1.06	35
Calen		Bailiff	1450	1.05	29
Zud	Tonallan	King	2030	1.06	42
Mopuz		Bailiff	1630	1.07	33
Klunpos		Bailiff	1280	1.06	26
Punot		Bailiff	1470	1.07	29
Qurip		Bailiff	1290	1.07	24
Teslisa		Bailiff	1560	1.06	32
Zuen	Alatar	Zuenda	1620	1.08	33
Hepr		Bailiff	1590	1.08	32
Nom		Bailiff	1360	1.07	26
Vutse		Bailiff	1490	1.08	30
Zuh	Grimruld	Avule	1810	1.05	36
Vehge		Bailiff	1350	1.05	27
Zuworal	Chyle	King	1950	1.02	39
Coumen		Bailiff	1780	1.02	35
Gedel		Bailiff	1460	1.01	28

CHYREFAL [N9] ③ ⚓

Ikonli Hundred, Ikoshire, 540

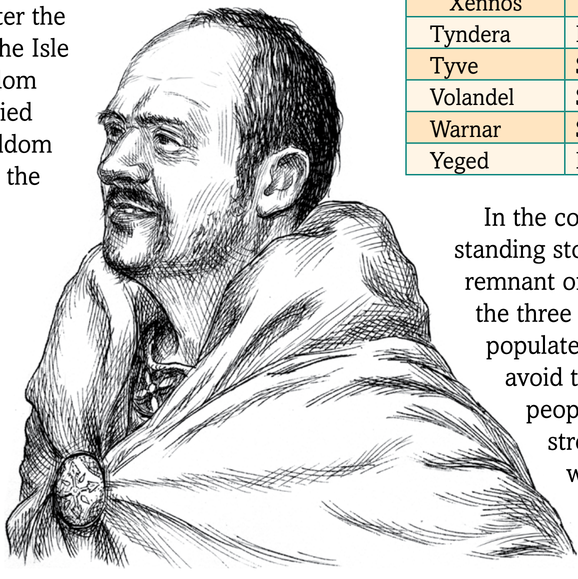
Chyrefal is the principal settlement of the island of Ikom and the shire moot of Ikoshire. Ikoshire is very much left on its own, with little interference from the crown. Chyrefal is held for the king by Sir Balsen Torele, the Sheriff of Iko. Shire moots are held with some irregularity but Sir Balsen is a highly competent administrator. In his mid-forties, Balsen is quiet and studious, with a knack for picking the right person for the job. He has a weakness for young ladies that irritates his wife, Melrena, 30; the couple is childless.

Chyrefal maintains a large fishing fleet and smaller fleets fish the coasts from manors all around the island. The protected port at Chyrefal is a popular stop for ships in need of resupplying and many sailors enjoy wintering in the comfortable Seaman's Guild. The town's expert shipwright was one of the first on Hârn to build a karune.

Ikom's two quarries export black-speckled granite. The hilly island landscape also provides ample grazing for sheep and goats. Chyrefal's master clothier has developed a unique fulling process that makes the wool exceptionally soft; her gowns and other creations are sought after by ladies throughout Hârn. She employs several dozen women to help produce her goods.

The first human habitation at Chyrefal was a colony of the Henge Culture dating back to 2600 BT. The Jarin built a small settlement here around 1100 BT and the site has since been continuously occupied. During the Five Kingdoms period, Chyrefal was the royal seat of the Kingdom of Chaig. After the foundation of Melderyn, the Isle of Ikom became the Earldom of Iko. The ruling house died out in 590 TR and the earldom was formally abolished by the Shires Edict of 630.

Excavation during the caer's construction in the 470s revealed a huge funerary tumulus containing perhaps 1,000 graves. Earth was added to the hill, but heavy rain sometimes reveals more graves; it is said those entering the cellar under the keep can hear angry whispering.



Sheriff Balsen Torele

Fief	Hundred	Holder	AC	LQ	HD
CHYREFAL	Ikonli	Sheriff	1820	1.00	108
Bendaled	Ikonli	Tarloune	1750	0.99	31
Celim	Felshon	Habinot	1830	0.98	34
Chalce	Saviran	Bailiff	1400	0.99	25
Dolori	Ikonli	Norinda	1840	0.98	33
Domelder	Saviran	Bailiff	1970	0.98	35
Durrie	Saviran	Bailiff	1520	0.99	28
Huxley	Saviran	B/H	1780	0.98	33
Hifa		Bailiff	1390	0.99	25
Inorm	Felshon	B/H	1750	0.97	32
Japot	Ikonli	B/H	1450	0.99	26
Gexel		Bailiff	1240	1.00	22
Kally	Ikonli	Kally	1720	0.98	32
Lydi	Saviran	Torele	2320	1.01	43
Arel		Bailiff	2170	1.00	40
Baray		Bailiff	1990	1.01	37
Byce		Bailiff	1580	0.99	27
Ordel		Bailiff	1390	0.99	25
Maryel	Ikonli	Brugyn	1840	1.00	34
Moro	Saviran	Bailiff	2140	0.98	40
Pique	Ikonli	Crazert	1750	0.99	33
Furnath		Bailiff	1330	0.98	24
Polef	Kanir	B/H	1500	0.99	27
Rafeld	Ikonli	Rafe	1400	0.98	26
Ronal	Ikonli	Ronal	1960	0.98	37
Flamberge		Bailiff	1310	0.97	24
Scaed	Ikonli	Erquaver	1520	0.98	28
Seay	Ikonli	Wyncaen	1600	0.99	30
Sepire		Bailiff	1380	0.99	24
Tonot	Ikonli	Mentior	2030	0.98	36
Lorik		Bailiff	1820	0.99	34
Towley	Ikonli	Ardugar	2100	1.01	40
Adinop		Bailiff	1650	1.01	30
Xennos		Bailiff	1730	1.00	31
Tyndera	Ikonli	Tynd	1700	0.99	31
Tyve	Saviran	Bailiff	1620	0.99	30
Volandel	Saviran	Bailiff	2140	0.98	39
Warnar	Saviran	Bailiff	1800	0.98	31
Yeged	Ikonli	Heder	2250	0.99	40

In the common below the castle, a 45-foot ring of standing stones called the Twelve Arrows is a visible remnant of the Henge Culture. Folklore suggests the three streams flowing through Chyrefal are populated by sprites and elementals. Most locals avoid the hill where the streams originate, as people sometimes go missing from there. One stream flows around the Odivshe chantry, which was established in 500 BT and is considered one of the best in Lythia. Enclosed behind a wall and shrouded by trees, the large domed chantry houses at least a dozen resident masters.

COSYUH [M7] ①

Cosyumin Hundred, Elorinshire, 300

Cosyuh is a royal keep in Elorinshire held for the king by Sir Denyl Hilbern, Sheriff of Elorin. Sir Denyl is new to his position, having been appointed sheriff just last summer. Before then, he was the deputy to the previous sheriff, Sir Peten Tamarin, who died after a riding accident. Sir Denyl has kept Sir Peten's broken girth strap to remind him of life's vagaries.

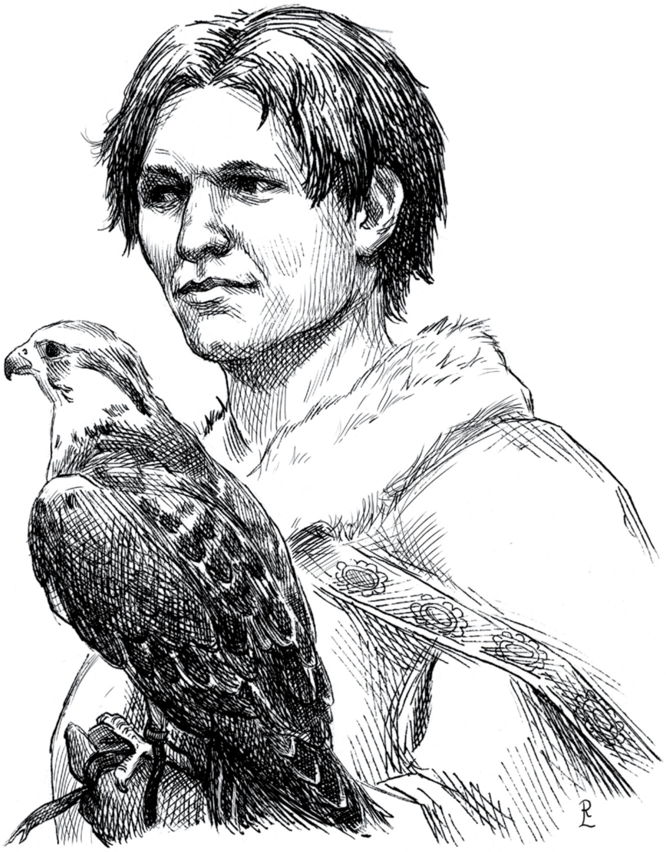
The site was originally a Lakori tribal settlement that was fortified after the establishment of the Kingdom of Elorinar. The current keep was built in 548 to replace an earlier structure built in 234.

Cosyuh is a bustling town and boasts a number of litigants who specialize in commercial contracts, a useful occupation during the shire moots that are held here twice a year. A toll house on the western side of the town collects tariffs from the wagon traffic using the Genin Trail. The fact that the sheriff can tax the annual caravans between Tashal and Thay while the Earl of Elorin lacks the king's permission to do so is a source of friction between the two men.

The town is at the crossroads with the road from Ramere. As most of the mine production travels along the river, it is mostly luxury goods from Thay and Menio that cross through the town's center. Priests from the nearby Laranian abbey of Peseh are frequent visitors to the market and the small chapel inside the keep.

Sir Denyl, 26, is a laconic young man who periodically displays a sardonic wit. He finds his position easy and spends most of his time hunting and hawking in the Utra Woods. As deputy bailiff, he often lost interest in the conduct of the shire moot. Now that he is sheriff, he keeps himself amused by sentencing miscreants and harmless rascals to humiliating punishments such as re-liming the keep's walls or weeding the moat rather than direct corporal punishment.

Fief	Hundred	Holder	AC	LQ	HD
COSYUH	Cosyumin	Sheriff	1780	1.06	60
Acombey	Meniona	B/H	1650	1.06	32
Alfon	Calamanir	B/H	1700	1.04	33
Andrem	Delwyn	Tamarin	1690	1.05	32
Renith		Bailiff	1600	1.05	31
Rosun		Bailiff	1250	1.06	24
Breden	Bujdel	B/H	1750	1.04	35
Tilede		Bailiff	1360	1.05	26
Fabro	Delwyn	B/H	1800	1.03	36
Akenon		[Ruin]	•	•	•
Berbige		Bailiff	1550	1.03	30
Idke		[Ruin]	•	•	•
Monik		Bailiff	1250	1.03	24
Nehra		[Ruin]	•	•	•
Ponac		Bailiff	1620	1.04	31
Hjuruth	Sheda	B/H	2130	1.05	42
Knite	Anoren	B/H	1840	1.04	36
Hastut		Bailiff	1530	1.04	32
Rhyt	Cosyumin	B/H	1820	1.06	36
Zacfroth		Bailiff	1580	1.05	33
Skon	Quinlin	B/H	1450	1.05	28
Sranze	Cosyumin	Anzel	1620	1.06	31
Wutsust	Lakori	B/H	1570	1.04	31



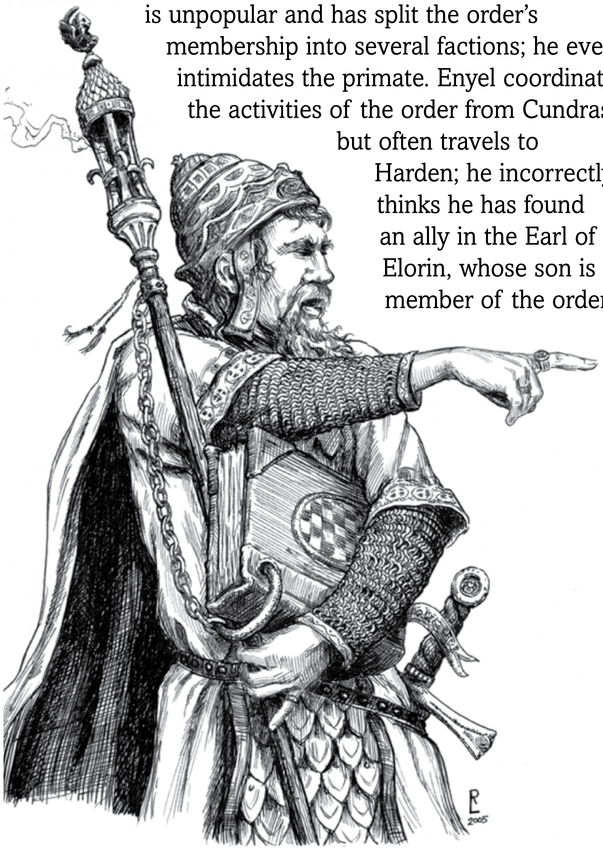
Sheriff Denyl Hilbern

CUNDRAS [M8] ①

Holosi Hundred, Birenshire, 330

Cundras is the headquarters of the Order of the Lady of Paladins. Although the keep was established to protect the settlements in the Nuem Valley, the order now uses it to stage a vicious crusade against the Solori tribesmen despite growing opposition within the Church of Larani. Nominally, the crusade is to protect the missionaries and people in the area, and many support it for this reason. However, Sir Enyel Trenoul, the order's chabla (grandmaster) wants the crusade for personal reasons and ignores all criticism of his tactics or entreaties to stop altogether. Some of his superiors in the church would like to remove him for this independence.

Chabla Enyel, 48, is a stubborn man. The second son of a minor Kaldoran knight, he was named chabla in 711 as a compromise between several factions of the church. He is far more interested in the purity of his members' religious beliefs than in their military ability. He expects all around him to devote themselves to the service of Larani and strongly discourages worship of all other deities, even Peoni, by the villagers. This fanaticism is unpopular and has split the order's membership into several factions; he even intimidates the primate. Enyel coordinates the activities of the order from Cundras but often travels to Harden; he incorrectly thinks he has found an ally in the Earl of Elorin, whose son is a member of the order.



Chabla Enyel Trenoul

Fief	Hundred	Holder	AC	LQ	HD
CUNDRAS	Holosi	Chabla	1920	1.06	66
Bonepon	Holosi	Bailiff	1790	1.06	34
Edran	Holosi	Reblena	1800	1.05	36
Degan		Bailiff	1360	1.06	26
Soquses		Bailiff	1510	1.06	32
Prosuzan	Holosi	Reblena	1700	1.07	34
Efenot		Bailiff	1470	1.06	27
Tost		Bailiff	1130	1.06	22
Nubiad		Bailiff	1350	1.07	26
Rute	Holosi	Reblena	1850	1.06	35
Imil		Bailiff	1770	1.05	35
Onefer		Bailiff	1690	1.06	31
Vabeth	Holosi	Reblena	1650	1.07	33
Solade		Bailiff	1490	1.07	29

Cundras started as a neutral meeting site between the Bujoc and Lakori people living in the upper Nuem Valley. Although the area was used by both on occasion, neither claimed it nor tried to keep the others out. When Melderyni merchants started traveling up the Nuem, it was the obvious location to meet the natives and trade for furs. No permanent settlement was located here until 624, when King Lodros ordered the construction of a small keep to protect the new settlements being built in the area. In 654, King Etobron granted Cundras to the order against the advice of the Council of Eleven and most nobles in the kingdom. The order quickly moved its headquarters from Thay and has been slowly adding to the keep ever since.

Most people in the area value the protection the order gives against Solori attacks, but there is also a growing sense that the order provokes those attacks with its patrols and raids in Solori territory. Cundras Keep is actually undermanned, given its size and importance, as none believe the Solori will attack it. Most fighting men are instead sent to the forts used for staging raids on the Solori; many that remain are either elderly or rehabilitating from battle wounds.

Holosi Hundred is known for its swine and cider and the subsidiary manors send plenty of each to Cundras in the fall. Nobles throughout the kingdom envy the warhorses horses bred at Cundras; few are made available outside the order, and then only at great price. There is plenty of traffic on the road and the inn stays busy most of the year.

Three years ago, Chabla Enyel banned entertainers in the village and required the market to close at noon. Although the twice-monthly market is still well attended, it has slowly been losing customers to the one at Calanir, the hundred moot. Merchants have told the chabla they are losing business, but reducing "distractions" to the order is worth it in his eyes.

CUPETH [M7] ①

Vimen Hundred, Lenedshire, 295

Cupeth is held by the Sheriff of Lened, Sir Jenis Thabel, 52, a second cousin of the Earl of Nurisel and a close confidant of King Chunel. While some would try to use these connections for personal gain, Jenis follows the principles of the Laranian code of chivalry as closely as possible. He is rarely in Cupeth, preferring to travel from manor to manor keeping abreast of news and developments in the shire.

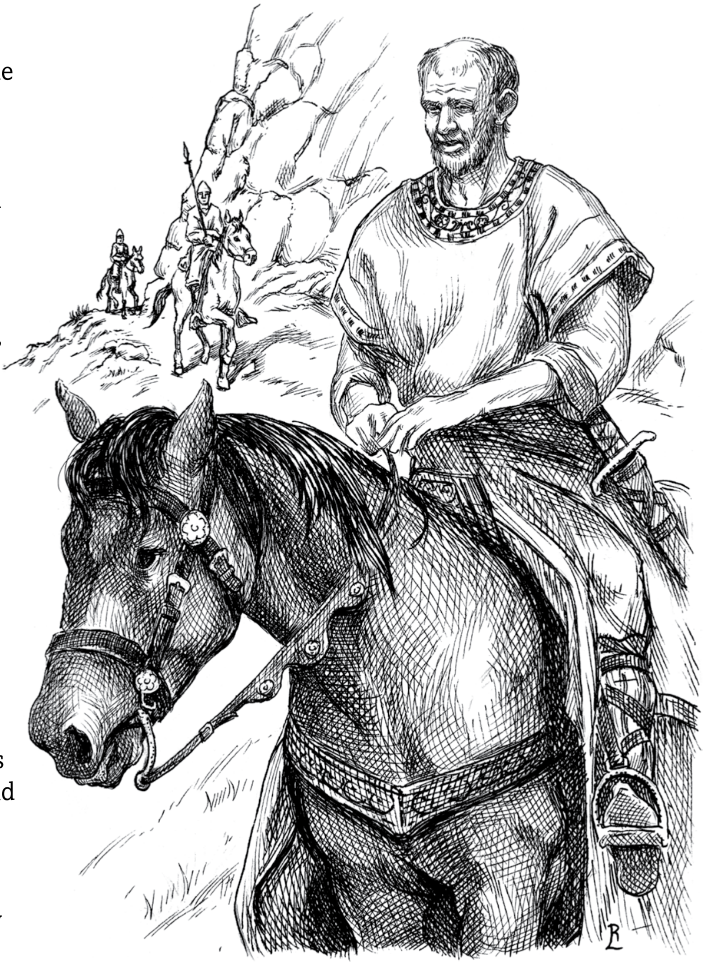
The town sits astride the road from Zuilos, a heavily used commercial route for goods moving from Lenedshire and northern Birenshire. The north-bound roads are usually choked with slow-moving wagons carrying cut stone and metal ingots to the markets of Thay. Cupeth's market is home to ostlers and wagonwrights who cater to the mercantile trade.

Cupeth was originally part of the Kingdom of Elorinar. A hillfort was constructed in 187 and a wooden tower was built early the next century. In 222, Cupeth marked the easternmost point of Bujoc raiding during the Migration Wars. Situated atop a steep rock hill, Cupeth's concentric earthen walls force attackers to first break a stout guard tower before charging up the very steep hill to the gatehouse. Inside the bailey, the road climbs again to the inner gate, the strongest of the three. The inner bailey surrounds the crest of the hill and encircles the stone keep, which was built in 285 and expanded in 572.

The large outer bailey houses a small apple orchard, a large Laranian temple, and a hospital complex. The priests of the temple are endowed to celebrate the memory of St. Perelyne, the first Laranian pontiff. The temple predates the founding of the Order of the Spear of Shattered Sorrow in 465 by nearly 200 years and is one of the few in the north not controlled by the order.

Two small chapels to Laranian saints sit at the foot of the caer's hill beneath the guard tower. One venerates St. Dasorn the Honorable, the patron saint of pilgrims and erana (wandering knights). The shrine is maintained by an anonymous donor and is cared for by two aging venilana (retired knights) who live in the rear of the structure. The second shrine is much simpler and honors the spirit of St. Cermald the Brave, patron of yeomen and meken (the common soldiery of the Laranian fighting orders); it is maintained by the same venilana who care for Dasorn's chapel. Families of the region's yeomanry often celebrate a child's entry into the Order of the Lady of Paladins at this chapel, leaving mementoes such as locks of hair on the altar to commemorate the event.

Fief	Hundred	Holder	AC	LQ	HD
CUPETH	Vimen	Sheriff	1670	1.04	59
Abery	Aleta	B/H	1790	1.04	34
Caremar	Vimen	Koplas	1810	1.03	34
Cerinor	Vimen	Artynda	1590	1.04	30
Defonim	Vimen	Defon	1720	1.03	33
Fedique	Vimen	Renflar	1940	1.04	37
Filik	Jothen	B/H	1720	1.03	32
Jitup	Abitar	B/H	1970	1.04	36
Zihdut		Bailiff	1220	1.04	23
Kalec	Belhimon	B/H	1750	1.04	33
Leber	Kestran	B/H	1650	1.03	31
Nadar	Horkand	B/H	1690	1.03	32
Posnar	Vimen	Posnar	1850	1.04	35
Stuzil	Abitar	Bailiff	1320	1.04	24
Scade	Vimen	Unslanin	2000	1.04	39
Shreve	Vimen	Thabel	1680	1.03	32
Sean		Bailiff	1420	1.04	26
Stakot	Chakre	B/H	1680	1.03	32
Tence	Cuton	B/H	1550	1.03	31
Wedhyme	Thicesund	B/H	1330	1.04	24
Versos	Vimen	B/H	1630	1.03	32



Sheriff Jenis Thabel

FOSUMO [M8] ①

Regonalen Hundred, Birenshire, 225

Fosumo Keep stands atop a rock outcrop that commands the surrounding area and provides an excellent view of the river. It is commanded by Sir Selic Orgone, a senior reblena (knight commander) of the Order of the Lady of Paladins. The order's grandmaster, Enyel Trenoul, spends his time on religious matters and maintaining political support for the order, leaving Sir Selic to prosecute the crusade against the Solori and maintain the road patrols. Sir Selic prefers to lead from the front; he lets Fosumo's steward, Sir Nettin Conderi, manage the keep in his absence.

Built in 624 as one of a series of new settlements along the Nuem River, Fosumo was held by Sir Daryn Toron, a favored cousin of the king. Due to the financial burden of starting all the new manors, a small fortified manor house was built instead of the planned keep. A proper keep was constructed over the following decades but was badly damaged by a fire in 653 that took the lives of Sir Daryn and his family.

King Chunel granted Fosumo and its subsidiary manors to the order in 654. The order established a chapterhouse at Fosumo and rebuilt the fire-ravaged keep to accommodate its members. The keep's defenses were mostly ignored, as attacks by the Solori tribes have always been rare in this area. Although Fosumo is the largest chapterhouse in the Nuem Valley, it is likely the weakest keep in Melderyn. Like Cundras, many of the men here are old or injured; Fosumo is a favored place for older members of the order to retire. The bulk of the fighting forces are generally patrolling south of the river or at one of the order's Solora forts.

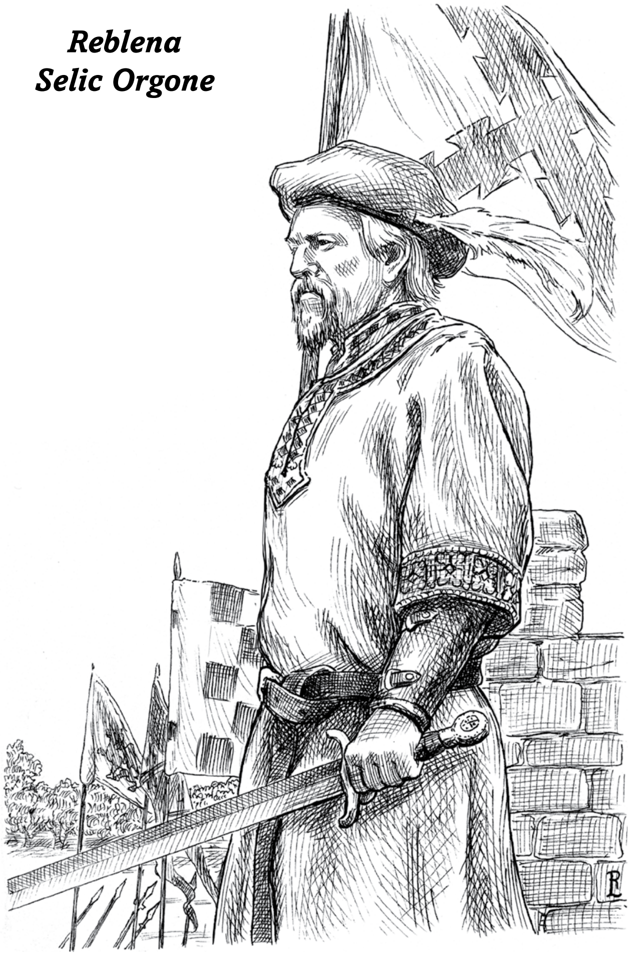
Sir Selic sees the Solori as subhuman and unworthy of Larani's blessing; he has no interest in converting them. He believes they will never stop their raiding and that exterminating them is the best way to bring peace to the Nuem Valley. Although he believes that the chabla's dogmatic religious views are hurting the order, Sir Selic is a good Laranian and will not act against his superior.

Sir Selic has been particularly irritated by the daring and imaginative attacks by a Solori chief named Tosech. He is determined to rid himself of the man and has placed a reward of 100d on Tosech's head.

The temple at Fosumo was started in 687 with the hope that it would be the center of worship for the area. Funding from the bishop was halted when the order started acting independently of his wishes. Chabla Enyel dreams that his temple will one day be the seat of a new bishopric. Sir Selic shares this goal, believing it will make Fosumo the most important settlement in the region. With the crusade against the Solori a constant drain on the order's resources, the temple sits unfinished. Services are held in the roofless sanctuary; the small church in the village is used during bad weather.

Fief	Hundred	Holder	AC	LQ	HD
FOSUMO	Regonalen	Reblena	1570	1.08	45
Fedest	Regonalen	Reblena	1640	1.08	34
Postuk		Bailiff	1270	1.07	26
Ponide	Regonalen	Reblena	1980	1.08	40
Rhylon		Bailiff	1770	1.08	36
Puras	Regonalen	Reblena	2340	1.09	48
Qued	Regonalen	Reblena	1750	1.08	36
Haberan		Bailiff	1440	1.07	27

The order breeds and trains excellent warhorses at Cundras Keep but in insufficient numbers to provide mounts for all its knights. The chabla's agents purchase the rest from manors throughout the north. Sir Selic would like to establish a breeding stable at Postuk Manor but has not found a master ostler he trusts.



Reblena Selic Orgone

GLENOTH [N9] ♜ ①

Kanir Hundred, Ikoshire, 305

Glenoth Keep sits on an island midway between Melderyn and Ikom. Held by Soren Halwyn from the Earl of Nurisel, the barony also includes manors and fishing villages on Kathra Island and along the coast of Melderyn Isle's Wylesha Hundred. Soren, 38, is a scholar, having studied at the Jmorvi chantry in Glenoth and later at a chantry in Berema. He is married to the daughter of a noble from Emelrene. His younger sister, Fralise, is married to King Chunel's younger brother.

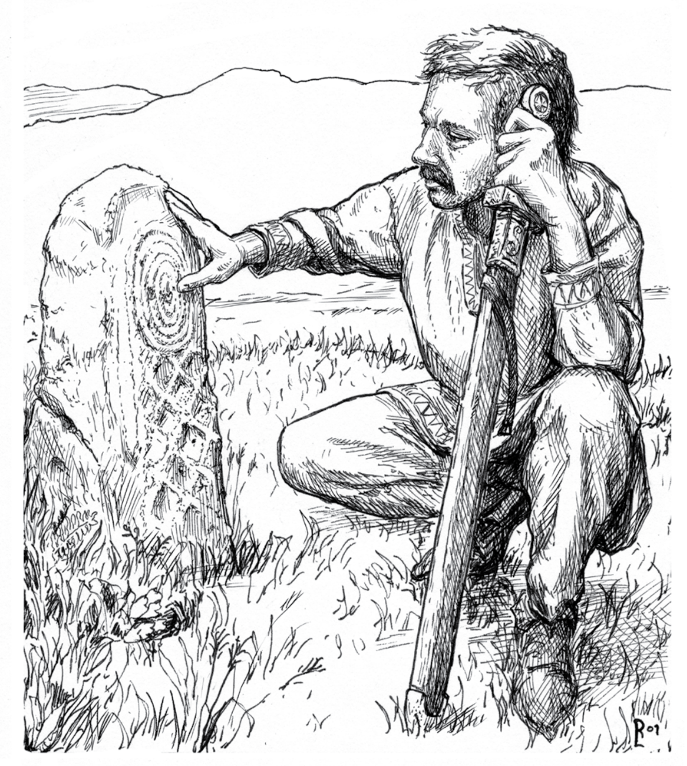
The Jarin arrived on the island about 1300 BT but their first attempts at colonization failed. There are many Henge Culture structures on Glenoth Island and legends tell of "the plague from the stones" that devastated the villages. The Jarin abandoned the island, only returning around 800 BT. During the time of the Five Kingdoms, Glenoth was part of the Kingdom of Chaig. The present keep was built in 489 TR to replace an earlier wooden structure.

The Jmorvi chantry was established around 700 BT by scholars from Emelrene who wished to study the local basalt stone and the Henge Culture structures constructed from it. The chantry's masters are experts in the arts of the forge, foundry, and cold shaping; their works include exquisite jewelry, intricate locks, finely cut gemstones, and excellent weapons.

The barony's main export is basalt from Glenoth's extensive quarries. The stone is very hard and difficult to work. Exported throughout Hârn and even to Lythia, it is used as decorative facing for walls or in elaborate sculptures. Glenoth's other main exports are derived from the berries grown in the island's hilly interior. The hillberries eaten by the Kanir goats flavor and color their milk. The resulting unveined soft cheese is delicious and has a faint blush of purple. This Kanir blue cheese commands high prices but doesn't travel well; it is rarely found beyond Melderyn. Glenoth's lexigrapher uses a striking blue dye made from the hillberries to produce ink prized by cartographers, scribes, and illuminators throughout Hârn and western Lythia.

Glenoth has seen numerous attacks by Orbaalese and Ivinian raiders, most recently in 703. In times of trouble, the fishing fleet becomes an impromptu navy; the fishermen's knowledge of local tides and currents puts foreign sailors at a disadvantage. Berrot of Deka, the fleet's leader, has become quite expert at using the skills of the fishermen and is one of Melderyn's premier naval warriors, although few are aware of it.

Fief	Hundred	Holder	AC	LQ	HD
GLENOTH	Kanir	Halwyn	2380	1.10	61
Bimon	Kanir	Halwyn	1420	1.09	29
Cedab	Wylesha	Dyant	1590	1.04	34
Din	Kanir	Savine	1940	1.09	40
Gustox	Wylesha	Halwyn	1660	1.05	34
Hosop	Kanir	Tusinda	1610	1.09	31
Tunowuv		Bailiff	1470	1.09	27
Jeda	Kanir	Jeda	1650	1.11	33
Ledan	Kanir	Leda	1560	1.10	34
Mipor	Wylesha	Aduner	1450	1.04	30
Pefed		Bailiff	1420	1.04	29
Stuts		Bailiff	1690	1.05	34
Onilec	Wylesha	Onil	1800	1.04	35
Subin		Bailiff	1370	1.04	27
Vabar	Kanir	Vabarn	1790	1.10	35
Roxyn		Bailiff	1410	1.10	29
Wyged	Narath	Halwyn	1620	1.04	33
Fenop		Bailiff	1470	1.04	30
Lykim		Bailiff	1280	1.05	26
Kisl	Saviran	Halwyn	1840	1.01	36
Zudani		Bailiff	1460	1.00	30



Baron Soren Halwyn

GOSUS [N10] ①

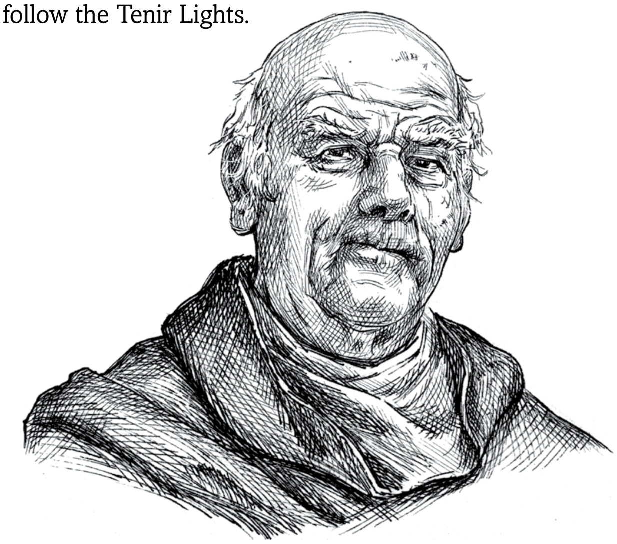
Helop Hundred, Cherfinshire, 285

Gosus is held by the powerful Baron Nethan Maradyne from Earl Thabel of Nurisel. The keep offers a commanding view of the Tuven River and marks the northern terminus of the Shenap Road. Baron Nethan is more than 80 years old and in poor health. Because all his sons are dead, his heir is his grandson Jaryk, who has traveled extensively on Hârn and spent a year at the court of King Miginath of Kaldor. Jaryk was recently betrothed to King Chunel's daughter Shaela.

A hillfort was built here about 300 BT. The present fortification dates from 202 TR but was added to in 412 and 673. Gosus is at the heart of Cherfinshire's wine country and produces full-bodied red wines and sweet white wines. Orchards at many nearby manors yield a variety of fruits, nuts, and honey, allowing the export of high-quality cider, perry, and mead.

Darade Chantry lies hidden within the forests of Tenir Hundred across the river to the east. Although little is known of the mages, they do occasionally send for supplies through trusted merchants in Gosus. A few overly curious individuals have attempted to track these supplies back to the chantry but every attempt thus far has ended in failure. Regardless of the skill of the tracker, no trail can ever be found beyond the first campsite.

Manors along the west bank of the Tuven frequently report mysterious lights resembling bonfires across the river. These lights, known as the Tenir Lights, are often attributed to the inhabitants of Darade. Local folklore warns that misfortune awaits those foolish enough to follow the Tenir Lights.



Baron Nethan Maradyne

Fief	Hundred	Holder	AC	LQ	HD
GOSUS	Helop	Maradyne	1590	1.07	57
Beor	Helop	Maradyne	1640	1.07	34
Alcid		Bailiff	1420	1.06	27
Avdeh		Bailiff	1380	1.06	28
Feced		Bailiff	1320	1.07	27
Moltin		Bailiff	1480	1.07	30
Copec	Alatar	Buldy	2170	1.09	43
Peced		Bailiff	1520	1.08	31
Defil	Elwesa	Stagyna	1780	1.07	36
Abdel		Bailiff	1230	1.06	25
Douny	Helop	Naelyn	1820	1.07	35
Preon		Bailiff	1360	1.07	27
Fepos	Helop	Tarquer	1700	1.06	35
Uldien		Bailiff	1420	1.07	29
Foun	Helop	Olsynar	1930	1.06	40
Emone		Bailiff	1540	1.06	31
Gacmip	Elwesa	Maradyne	1880	1.07	35
Galven	Helop	Galvena	1770	1.07	36
Not		Bailiff	1420	1.06	29
Geflin	Elwesa	Gefla	1650	1.06	34
Montre		Bailiff	1520	1.07	31
Richa		Bailiff	1530	1.06	32
Gexel	Alatar	Gexel	1880	1.08	36
Dunost		Bailiff	1570	1.08	32
Eson		Bailiff	1490	1.08	30
Tuth		Bailiff	1410	1.07	27
Godfrey	Elwesa	Freyand	1890	1.07	38
Nomadyk		Bailiff	1370	1.06	28
Kolro		Bailiff	1530	1.07	31
Jin	Helop	Guandyn	2030	1.08	41
Tuxa		Bailiff	1640	1.07	31
Koron	Alatar	Joranda	1720	1.08	35
Amnar		Bailiff	1200	1.08	25
Lak		Bailiff	1420	1.08	29
Meinar	Helop	Maradyne	1670	1.06	33
Noru	Helop	Maradyne	1740	1.06	35
Nyan	Elwesa	Yankar	1830	1.07	37
Pirl		Bailiff	1480	1.06	30
Tol		Bailiff	1350	1.07	28
Wust		Bailiff	1550	1.07	31
Pamed	Tonallan	Maradyne	1750	1.06	36
Canade		Bailiff	1350	1.07	28
Genhef		Bailiff	1410	1.07	28
Renom		Bailiff	1250	1.06	24
Tuson		Bailiff	1500	1.06	31
Pnok	Helop	Kolmary	1940	1.07	39
Splanix	Elwesa	Fridyn	1650	1.07	33
Calek		Bailiff	1690	1.06	34
Xerl	Elwesa	Erdaen	1700	1.06	35
Iklom		Bailiff	1320	1.07	27
Korinop		Bailiff	1470	1.07	31
Ladinir		Bailiff	1450	1.06	30

GYTHRUN [M8] ② ⚓

Gythra Hundred, Birenshire, 860

Fief	Hundred	Holder	AC	LQ	HD
GYTHRUN	Gythra	Gwenalin	1850	1.06	172
Abet	Gythra	Ferth	1830	1.06	35
Clece	Holosi	Gwenalin	1640	1.06	32
Feven		Bailiff	1530	1.05	30
Rhyced		Bailiff	1400	1.06	28
Shomot		Bailiff	1390	1.06	26
Clynd	Gythra	Gwenalin	1700	1.06	33
Shelm		Bailiff	1450	1.06	28
Dejoric	Gythra	Oveary	1750	1.05	34
Helic		Bailiff	1380	1.06	27
Trinal		Bailiff	1640	1.05	32
Dundy	Aleta	Gwenalin	1680	1.05	33
Esalain	Aleta	Artal	1080	1.06	25
Grevel	Gythra	Swodela	1620	1.06	32
Henis	Thicesund	Ibonerd	1680	1.04	33
Gejim		Bailiff	1530	1.05	30
Ilknor	Gythra	Varquer	1670	1.06	32
Kilne	Gythra	Gwenalin	2070	1.05	40
Kilon	Gythra	Arganta	1850	1.06	35
Miknit	Vimen	Byngart	1690	1.04	33
Sumakor		Bailiff	1480	1.04	27
Omeck	Abitar	Yolgaen	2010	1.04	39
Prace	Gythra	Nevyndal	1670	1.06	32
Quirek	Gythra	Bailiff	1640	1.07	31
Redced	Gythra	Mery	1530	1.06	30
Rolona	Gythra	Gwenalin	1580	1.06	31
Tolant	Gythra	Rynsela	1640	1.07	32
Tusop	Jothen	Gwenalin	1830	1.04	36
Din		Bailiff	1300	1.03	25
Haxolon		Bailiff	1490	1.03	29
Usp	Gythra	Longelin	1650	1.05	32
Vusry	Gythra	Turcaver	1600	1.06	32
Womin	Dyriamarch	Gwenalin	1950	1.05	39
Luvenge		Bailiff	1240	1.04	24
Wust	Jothen	Ryntelen	1970	1.03	39

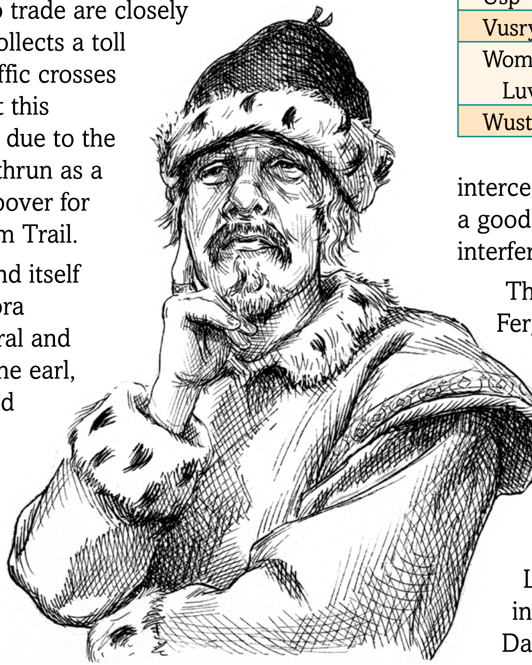
Gythrun is the principal seat of the Earldom of Biren and the third largest of Melderyn's mainland settlements. Larryn Gwenalin, an energetic 55-year-old cousin of King Chunel, has been the Earl of Biren since 709.

Once a prosperous major port, Gythrun declined with the founding of Thay as ships passed the town for Thay's better-equipped port. The Shires Edict of 630 revitalized Gythrun by creating the Earldom of Biren. Taeldlead Gwenalin, the ambitious first Earl of Biren, promoted immigration into the Nuem Valley and Gythrun became the center of economic activity for the shire.

Gythrun was first built as a keep in 243 TR, the site chosen by King Erebir IV for its defensible hill, reasonable soil, and safe anchorage at the mouth of the Gythra River. The old keep was completely rebuilt by 637 into the present castle. The king has given permission to construct defensive walls around Gythrun but only the west wall has been completed so far.

Earl Larryn has sought to maintain the policies of expansion established by his predecessors. He has invested heavily in improving the port and his lower taxes for maritime trade have stolen some commerce from Thay. Larryn owns a fleet of merchant vessels and the port of Gythrun is entirely controlled by his clan. All businesses relating to trade are closely regulated. The earl collects a toll for the king when traffic crosses the Gythra bridge but this revenue has dropped due to the increasing use of Gythrun as a port instead of a stopover for caravans on the Nuem Trail.

Gythrun has found itself embroiled in the Solora Crusade for both moral and economic reasons. The earl, a devout Laranian and lay member of the Lady of Paladins, is distressed by the order's activities against the Solori tribes. He has petitioned the Laranian primate and the king to intercede, so far without effect. The Sheriff of Biren, a good friend of Larryn's, is sympathetic but can not interfere without consent from the king.



Earl Larryn Gwenalin

The earl is unmarried and his younger brother, Fergeth, the Constable of Parnam, will most likely inherit if Larryn does not marry and produce an heir. He has little interest in marriage and the king has appealed to Lady Sheael Gwenalin, a mutual cousin, to persuade him of its importance. A respected master within the Cherafir Guild of Arcane Lore, Lady Sheael frequently invites prospective brides to Gythrun. Larryn's wine cellar is considered one of the finest in Melderyn, with varieties from as far away as Dalkesh and Byria. He is ever on the lookout for new additions to his collection.

HARDEN [M7] ②

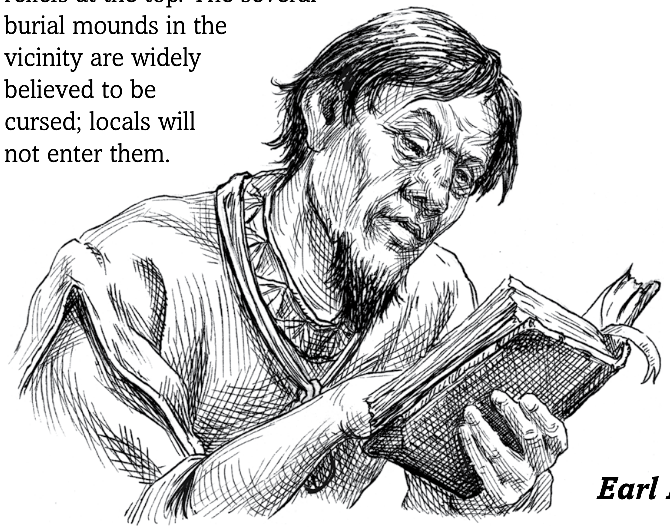
Sheda Hundred, Elorinshire, 1,265

Once the capital of the Kingdom of Elorinar, Harden is the seat of the Earl of Elorin, Marric Alaga, a descendent of the ancient kings. It is the fourth-largest settlement in Melderyn. The castle, built in 352, is strategically placed along the Genin Trail between Thay and Tashal and holds a commanding position on the Horka River.

The founding of Thay in 573 led to a decline in Harden's fortunes. Many merchants realized the potential benefits of the new freetown and relocated there. As Thay has grown, Harden has shrunk. Although the Earl of Elorin was granted numerous concessions to ameliorate the economic impact of Thay, the city has remained something of a thorn in the side of successive earls. In private, Earl Marric has lamented the failure of the Orbaalese to destroy Thay in 707; he was seen as being slow to provide assistance at the time. Even though Harden draws some benefit from its position on the Genin Trail, its economy can best be described as floundering.

The earl's most significant source of income is his right to levy tolls on the barges that carry ore from the Anadel mines to Thay. Sir Marric has petitioned the crown on numerous occasions to allow a toll on the seasonal caravans that travel between Thay and Tashal, so far without effect.

The town has many reminders of its past glory. The Garden of the Faithful is centered around a 30-foot-tall obelisk carved with scenes of the life of King Janakor of Elorin. Scholars have studied the scenes searching for information about the Lakori, but the Alagas will not permit anyone to climb the pillar to closely examine the reliefs at the top. The several burial mounds in the vicinity are widely believed to be cursed; locals will not enter them.



Earl Marric Alaga

Fief	Hundred	Holder	AC	LQ	HD
HARDEN	Sheda	Alaga	1620	1.05	253
Cepow	Cosyumin	Durbyn	1550	1.06	31
Chertch	Sheda	Panrias	1750	1.05	35
Dijew	Calamanir	Hopal	1510	1.04	30
Cudy		Bailiff	1280	1.04	25
Fenak	Calamanir	Imazar	1880	1.05	35
Flaru	Calamanir	Nythdel	1630	1.04	32
Gebundy	Lakori	Caderyn	1700	1.04	34
Gethos	Cosyumin	Undaver	1490	1.06	27
Geved	Sheda	Geved	1850	1.05	37
Gevse	Cosyumin	Alaga	1950	1.06	39
Auzuh		Bailiff	1200	1.06	24
Gravin	Sheda	Hilbern	1680	1.05	31
Avenzy		Bailiff	1460	1.05	29
Higen	Cosyumin	Curudy	1780	1.06	35
Hosut		Bailiff	1540	1.05	31
Holen	Sheda	Werster	1600	1.05	32
Lefoxe	Sheda	Alaga	1900	1.05	36
Xojem		Bailiff	1350	1.04	27
Lunt	Calamanir	Yimlaen	1600	1.04	32
Milonak	Calamanir	Ovangyn	1550	1.04	30
Nolan	Calamanir	Urbacer	1650	1.05	33
Obur	Aleta	Alaga	1620	1.04	32
Onert	Calamanir	Rabasdel	1250	1.05	25
Paledan	Calamanir	Minestal	1670	1.04	33
Akinop		Bailiff	1400	1.04	28
Pregis	Cosyumin	Sarayner	1750	1.05	35
Quewen	Lakori	Wendarny	1800	1.04	36
Himost		Bailiff	1300	1.04	26
Orianet		Bailiff	1470	1.05	29
Quinet	Sheda	Dolgany	1650	1.05	33
Shuvur	Sheda	Alaga	1920	1.05	38
Egxus		Bailiff	1540	1.04	33
Stuhit	Calamanir	Aburyne	1870	1.04	35
Raewol		Bailiff	1200	1.04	24
Thex	Cuton	Alaga	1600	1.03	31
Fisen		Bailiff	1470	1.03	28
Skune		Bailiff	1350	1.03	26
Weslez	Cosyumin	Ebarny	1630	1.06	32
Xeda	Calamanir	Daquner	1900	1.04	36
Xenotus	Sheda	Puminda	1710	1.05	34
Zanas	Sheda	Alaga	1600	1.05	32
Lynsos		Bailiff	1670	1.04	33
Zubeny	Calamanir	Zubeny	1740	1.04	34
Ramni		Bailiff	1480	1.05	27
Xerim		Bailiff	1420	1.04	28

HUVOS [M7] ♜ ①

Chakre Hundred, Lenedshire, 345

Huvos lies in the fertile valley of the Horka River and was once part of the Kingdom of Elorinar. The barony is held from the Earl of Nurisel by Lanise Perhel, who has been baroness since her fiercely competitive brother, Duren, was fatally injured during a joust in 715. Lanise is a tough, uncompromising woman in her late 20s and is renowned for her cynical wit. She is tall, sturdy, and has a jowled countenance; she seems to take considerable sardonic pride in being ugly and often refers to herself as "the Hag of Huvos."

The baroness is an avid equestrian and keeps a well-bred stable. Her brother's charger, a massive gray Reksyni stallion, is still the pride of her herd. Lanise has no patience for courtly pursuits and prefers to join the Baron of Jothet, a family friend, on occasional hunts for the wild wisent that roam nearby. She is unmarried and shows no interest in changing that situation. Were the baroness to die, the likely heir would be her younger sister Marile, who maintains the Perhel town home in Thay and executes her sister's instructions for trade.

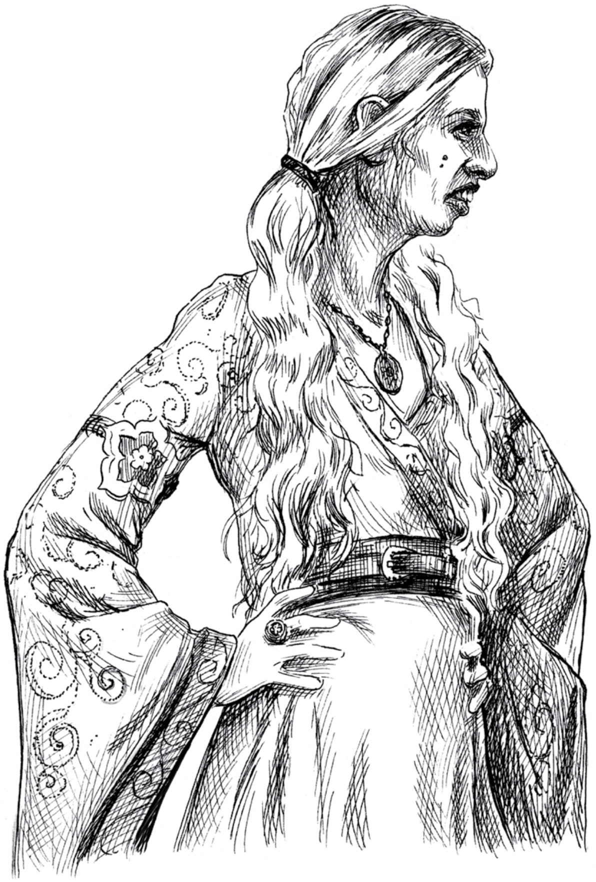
With skills rivaling those of her late brother, Lanise is ever watchful for an opportunity that might gain her a knighthood. Although a baroness by right of birth, she wants to earn the title of Dame, not have it handed to her.

The keep was built in 580, its six-story structure exhibiting an unusual octagonal design for which the master mason was interrogated by an inquisitor of the Laranian Church and eventually put to death. Until 630, Huvos was held by a constable for the King of Melderyn. The Shires Edict established the barony of Huvos, which was granted to the Perhels, a Cherafir clan who trace their lineage to the Five Kingdoms period.

The fields of Huvos yield large harvests of rye, wheat, and oats. The surplus is traded in Thay, providing the city with a close, reliable source of grains. Under the guidance of Clan Perhel, Huvos has become known as a supplier of quality beef; its distinctive herds of black and white Menkold cows grow fat grazing in the fallow pastures. Careful cross-breeding of Menkold and Charred cattle has produced cows prized for both milk and leather. Surplus animals and those no longer producing are herded to Thay in the fall for sale or slaughter.

A festival is held in Huvos at the end of Halane to celebrate the successful cattle drive. A sizable feast features beef roasted in pits, autumn vegetables, and a plethora of baked breads. Traditional entertainment includes bull-dancing, bull-slapping, and cow races.

Fief	Hundred	Holder	AC	LQ	HD
HUVOS	Chakre	Perhel	1480	1.04	69
Axoac	Chakre	Nurathy	1610	1.03	31
Bethel	Chakre	Baruder	1770	1.04	34
Usted	Aleta	Bailiff	1530	1.04	29
Custor	Chakre	Parta	1650	1.03	32
Dolori		Bailiff	1300	1.04	25
Ebern	Abitar	Bailiff	1130	1.04	21
Liken	Chakre	Bailiff	1350	1.03	26
Felem	Chakre	Felem	2120	1.04	41
Hir		Bailiff	1530	1.04	29
Hemet	Chakre	Polane	1800	1.04	35
Hemfey	Chakre	Megela	1930	1.03	35
Heris	Meniona	Tazeryn	1770	1.05	34
Fekop		Bailiff	1440	1.05	28
Jastere	Meniona	Jasty	1720	1.04	33
Lytren	Aleta	Lytren	1680	1.04	32
Baruz		Bailiff	1050	1.05	20
Seltin	Chakre	Bailiff	1620	1.03	31
Shinoth	Aleta	Perhel	1670	1.04	32
Stenoth	Chakre	Perhel	1790	1.03	34
Minarsus		Bailiff	1360	1.03	26
Thume	Chakre	Perhel	1670	1.04	32
Cyen	Aleta	Bailiff	1430	1.04	28



Baroness Lanise Perhel

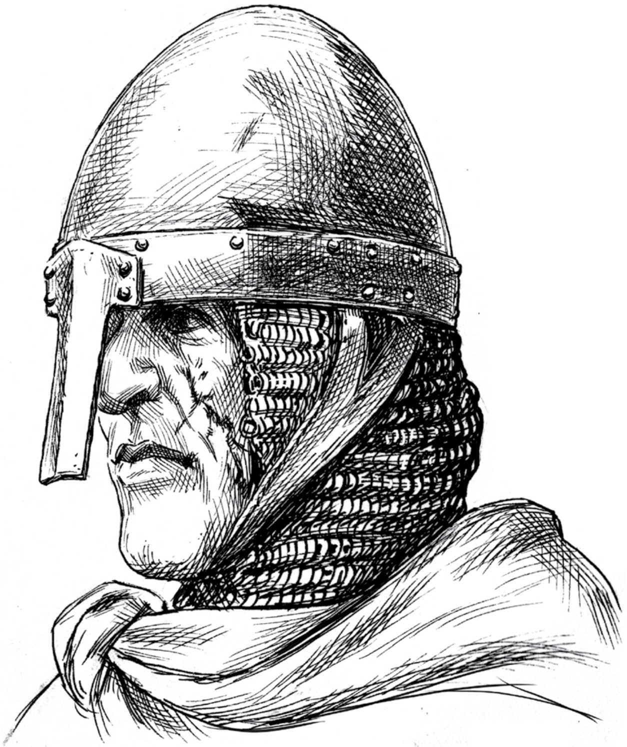
JETUST [M10] ①

Firithel Hundred, Dathshire, 360

Jetust is the moot of Dathshire and is held for the king by the sheriff, Sir Remond Symosen. The sheriff, 47, is a skillful administrator of his vast charge. In his prime, Sir Remond was a renowned warrior and his skill at arms remains formidable. He spent several years in his youth serving as a mercenary knight for Kanday during Ezar's War. A long, jagged scar on his face is a memento of that service.

The forested hills around Jetust are a plentiful source of wood products and useful herbs. The Timberwrights' Guild operates a number of logging camps and sawmills nearby. Charcoal is produced for sale in Cherafir and throughout the island. Jetust is also known for breeding quality horses; its stables are among the most popular in the kingdom.

Jarin settled the site about 1,700 years ago. During the Five Kingdoms period, Jetust was the seat of the Kings of Datha, then later the Earls of Datha after the foundation of Melderyn. The line died out in 194 and the title lapsed. The present fortification was built in 687, replacing a crumbling 2nd-century keep. A Khuzdul mason was imported to oversee the work and Jetust is one of the few places in Melderyn with round towers.



Sheriff Remond Symosen

FIEF	HUNDRED	HOLDER	AC	LQ	HD
JETUST	Firithel	Sheriff	1570	1.06	72
Akper	Chyle	B/H	1590	1.02	31
Angirt	Wylesha	B/H	1640	1.04	32
Cedige	Poria	B/H	1310	1.05	26
Dacek	Daken	B/H	1570	1.04	31
Derym	Atressa	Bailiff	1480	1.05	27
Detho	Firithel	Deth	1660	1.06	32
Hidus		Bailiff	1180	1.06	23
Edisdu	Firithel	Forwaen	1790	1.06	35
Feg	Nimilel	B/H	1850	1.05	35
Ajmeth		Bailiff	1650	1.05	33
Hekip		Bailiff	1100	1.06	22
Quina		Bailiff	1370	1.05	27
Figop	Nimilel	Kalady	1700	1.05	34
Heckost	Atressa	B/H	1620	1.05	31
Hifop	Arien	Garundy	1560	1.06	30
Honike	Indatha	B/H	1580	1.04	31
Hosuz	Nimilel	Ardena	1620	1.04	32
Dynain		Bailiff	1200	1.05	23
Jedme	Firithel	Symosen	1680	1.06	33
Cestor		Bailiff	1370	1.06	26
Videg		Bailiff	1480	1.07	29
Juz	Firithel	B/H	1600	1.06	32
Kadep	Firithel	Moularn	1500	1.07	30
Kibeth	Firithel	Kibetha	1970	1.06	39
Kylnom	Feryce	B/H	1750	1.02	35
Medira	Tonallan	B/H	1550	1.06	31
Pelinam	Narath	B/H	1310	1.05	26
Pikem	Bredan	B/H	1300	1.06	25
Pozut	Karveria	B/H	1520	1.03	30
Quige	Firithel	Daslar	1640	1.06	32
Mornon		Bailiff	1360	1.07	26
Restux	Firithel	Symosen	1850	1.06	35
Cewsur		Bailiff	1510	1.06	30
Sanric	Arien	B/H	1950	1.06	39
Spout		Bailiff	1480	1.05	29
Stona	Taniran	B/H	1750	1.05	35
Truse	Firithel	Truser	2040	1.06	40
Quostux		Bailiff	1520	1.06	31
Urveve	Firithel	Urvyn	1820	1.05	36
Widel	Ambris	B/H	1780	1.04	35
Zaben	Laminar	B/H	1740	1.05	34
Serpan		Bailiff	1270	1.04	25

There are several notable Henge Culture structures nearby, including the "Long Man of Hotsus," a huge humanoid figure carved into a hillside near the village of Hotsus. Many locals believe that the "Long Man" has considerable magical properties; villagers have held various rituals there for several centuries. It is not uncommon for childless couples to spend a night at the site in hope of conceiving a child.

JOTHET [M7] ♜ ①

Jothen Hundred, Lenedshire, 345

The Baron of Jothet, Rollyn Dessar, holds the fief from the Earl of Gythrun. Clan Dessar is well ensconced in the shire and holds several manors in Jothen Hundred. Rollyn, 54, was a close friend of the late Baron Perhel of Huvos and remains a mentor for his daughter, Baroness Lanise. The eldest of Sir Rollyn's three sons is now steward of Huvos, while his third son is the principal secretary to the Laranian primate.

Jothet was a small Lakori village of little importance until the expansion of Elorinar nearly 600 years ago. A fortification of wood and earth was built early in the 3rd century and was raided by the Bujoc on several occasions. The present keep was built in 521.

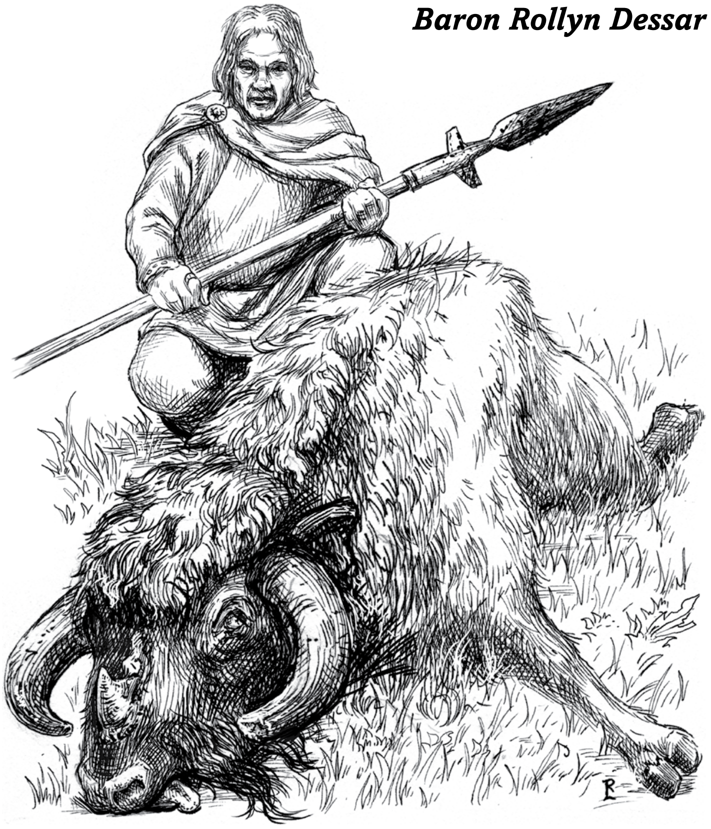
The Rolhauna Hills northwest of Jothet contain a large collection of barrow graves. Legends say they contain the dead of several battles fought in this area during the Atani Wars. Local folk consider the hills to be haunted. The baron fancies himself a historian and collector of antiquities. His great hall is littered with his discoveries, some of them quite valuable. Sir Rollyn pays dues to the Guild of Arcane Lore and sponsors expeditions into the barrow graves each year. One of his teams did not return last year; the villagers whisper of supernatural causes but Sir Rollyn suspects desertion and theft.

The baron retains a healthy fighting force and requires his knights to serve at least a portion of their knight's fee. He supports the Solora Crusade because it allows him to hire out some of his knights to the Order of the Lady of Paladins. The baron has also supplied knights and yeoman to the Warden of Dyriamarch for patrols into Hodiri lands and along the Genin Trail. Sir Rollyn makes a tidy sum supplying these military forces, with little personal risk. The serolan at Dutilo Abbey frowns upon the baron's secular nature and profiteering from the church's crusade.

Jothen Hundred produces a wide variety of crops and livestock, making the area largely self-sustaining. The land has been peaceful and prosperous for centuries. Jothet is a favored hunting area for the wisent, a large herd beast that roams the light woodlands of Lenedshire. The baron maintains several hunting lodges, each staffed by a huntsman.

Fief	Hundred	Holder	AC	LQ	HD
JOTHET	Jothen	Dessar	1900	1.03	69
Burnoac	Jothen	Dourney	1630	1.03	31
Edital	Jothen	Dessar	1650	1.04	32
Ignor		Bailiff	1470	1.03	28
Fust	Abitar	Dessar	1800	1.04	34
Seques		Bailiff	1340	1.03	25
Hefric	Abitar	Teankar	1650	1.04	32
Jabren	Abitar	Jabren	1580	1.04	30
Kihdset	Jothen	Kihd	1620	1.03	31
Lavenire	Jothen	Dessar	1680	1.03	32
Nonpec		Bailiff	1410	1.02	27
Manis	Jothen	Jugalar	1600	1.03	30
Mihem	Jothen	Rolth	1900	1.03	36
Miled	Jothen	Azeldan	1750	1.02	31
Newusk	Jothen	Cavolyn	1550	1.03	27
Onihel	Jothen	Enstune	1550	1.04	30
Pigna	Jothen	Valonet	1600	1.03	31
Portnob	Jothen	Dessar	1520	1.02	29
Acelir		Bailiff	1350	1.03	26
Prostnol	Jothen	Ameryne	1640	1.04	34
Salikum		Bailiff	1320	1.03	25
Sosim	Abitar	Dourgany	1600	1.03	30
Gesost		Bailiff	1490	1.03	28
Stopmor	Jothen	Quinceryn	1570	1.03	30
Velin	Jothen	Velin	1700	1.04	33
Quesos		Bailiff	1450	1.04	28

Baron Rollyn Dessar



KARVETH [M10] ③ ⚓

Karveria Hundred, Dathshire, 620

Karveth is the largest town on Elnar, the largest island in the Indatha Straits between Melderyn Island and Hârn. It is the principal seat of Earl Jannys Avona, who receives fealty from 75 manors scattered throughout the nearby islands and along the western coast of Melderyn. The earl, 43, was married to Loryn Toron, the youngest sister of King Chunel, until her death in 703 while giving birth to the couple's only child, Denyl.

Since his wife's death, the earl's interest in sailing has become a passion. He often sails the dangerous waters of the straits in a small boat, indifferent to the fate of his earldom. He often speaks of making a voyage to distant Anzeloria. Once a man of humor, the earl is prone to bouts of deep grief for his lost wife.

Elnar is believed to have been important to the Henge Culture and a large number of menhirs and other structures still stand. Karveth was the seat of the King of Kanar before the foundation of Melderyn.

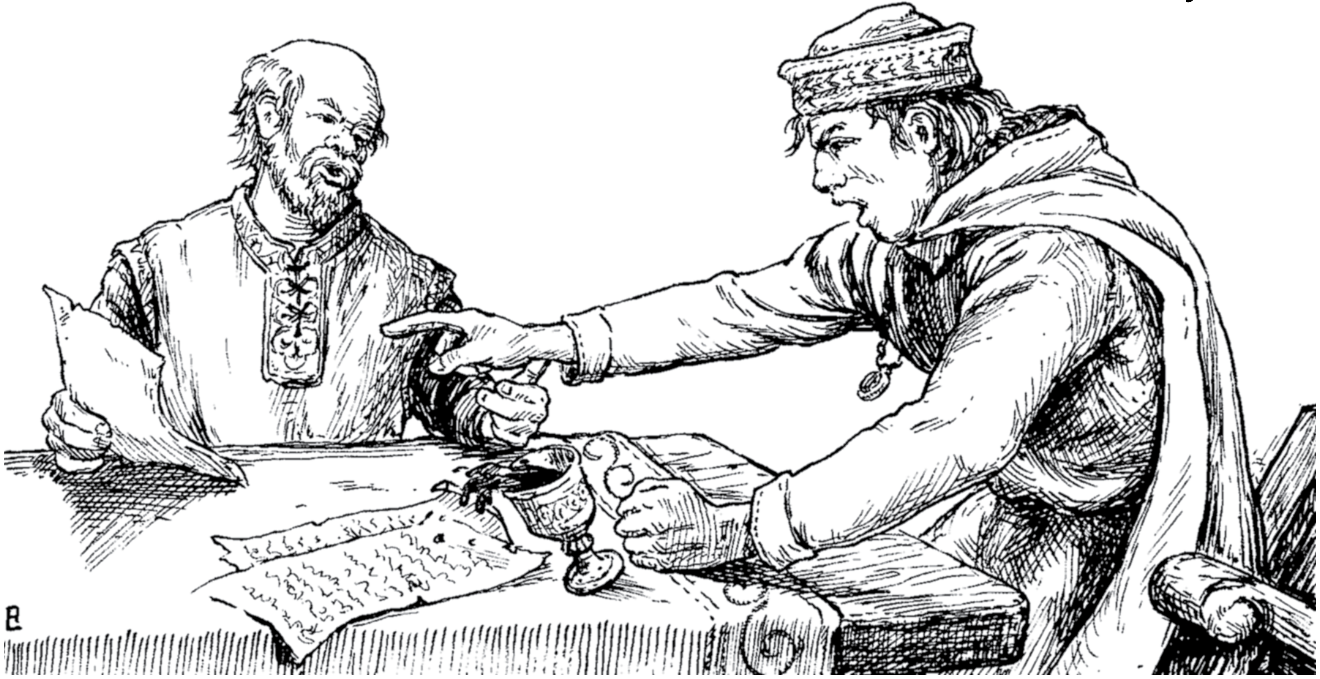
The fief's buoyant economy depends on its maritime interests. The larger vessels in Karveth's fishing fleet work the Indatha Straits and the deep waters of the Sea of Ivae; their principal catches are the formidable bearded Ivae cod and the small silver Haonic herring. Smaller boats ply Avona Bay and work upriver fish traps. Crab, lobster, and mottled Indatha flatfish are landed in quantity and baskets of shellfish are harvested from the shores.

Although Karveth is not on any long-distance trading routes, numerous coastal traders carry major surpluses of dried and salted fish, barley, and beef to Cherafir and Thay for further export. Woodworking is another important trade, a result of the quality timbers from the earl's carefully managed woods. The town boasts a turner and furniture maker, a cooper, and a shipwright who maintains the fleet and constructs resilient indathik fishing boats and sleek skarth coastal craft.

The core of Caer Karveth dates to 120 TR but has been added to many times; the latest developments were finished in 714. Although the castle remains a defensive stronghold, the earl has furnished its keep as an opulent home, unlike the more austere keeps of some of his neighbors. The town has outgrown its walls. Those to the south and east have already been demolished and the western wall near the docks is in chronic disrepair. Recent civic works include the construction of a splendid Hall of the Mangai and extension of the flagstone pavement down to the docks.

The town has three main temples. A large Laranian edifice just off the main road between the river and the castle includes a hospital for invalid knights from the Solora Crusade. The Peonian temple provides physical and spiritual healing; its gardens contain many local and exotic medicinal herbs. The Save-K'norian temple is highly regarded as a place for study and reflection away from the noise of Cherafir and often sees important visitors. Its library holds texts relating to lore of the sea, the fabled sunken city of Ridow, and the demigod Eder.

Earl Jannys Avona



Fief	Hundred	Holder	AC	LQ	HD
KARVETH	Karveria	Avona	1670	1.04	124
Abeh	Karveria	Brund	1430	1.03	26
Adean	Chyle	Nusinda	1850	1.02	34
Quimor		Bailiff	1310	1.02	23
Afur	Karveria	Bergutan	1800	1.03	33
Anres	Chyle	Entynal	1650	1.02	30
Athel	Karveria	Avona	1850	1.03	35
Zoger		Bailiff	1090	1.03	19
Bebic	Firithel	Inselda	1950	1.06	35
Hotsus		Bailiff	1420	1.06	26
Tutex		Bailiff	1580	1.07	31
Zulan		Bailiff	1510	1.06	28
Behil	Indatha	Avona	1950	1.04	36
Sutine		Bailiff	1280	1.04	23
Behj	Chyle	Trelgar	1650	1.02	30
Cefeg	Karveria	Avona	2100	1.03	39
Jokig	Chyle	Bailiff	1450	1.02	26
Radeh		Bailiff	1540	1.02	28
Dafot	Karveria	Lerdena	1520	1.03	28
Dako	Karveria	Emeldyn	1650	1.02	27
Azruth		Bailiff	1320	1.03	24
Deful	Karveria	Defur	1680	1.03	31
Jokis		Bailiff	1300	1.03	23
Detus	Arien	Avona	1700	1.06	32
Gunip		Bailiff	1500	1.06	28
Hubest		Bailiff	1560	1.05	29
Pif		Bailiff	1450	1.05	27
Decoquen		Bailiff	1070	1.06	19
Favian	Karveria	Valgari	1810	1.03	34
Hegab	Chyle	Wolinar	1780	1.02	31
Roneh		Bailiff	1450	1.02	26
Henin	Feryce	Avona	1790	1.02	33
Fifen		Bailiff	1600	1.02	29
Ilad		Bailiff	1450	1.03	26
Xena		Bailiff	1580	1.02	29
Kally	Chyle	Kallyn	2270	1.01	40
Cauy		Bailiff	1170	1.02	20
Lixinor	Indatha	Lixin	2030	1.03	39
Nadek	Indatha	Nathar	1850	1.04	35
Kathane		Bailiff	1420	1.04	26
Lon	Chyle	Abdaen	1520	1.02	28
Nivon	Poria	Avona	1420	1.05	26
Olain	Chyle	Imelar	1680	1.02	31
Meldun		Bailiff	1520	1.01	28
Ollash	Indatha	Uvena	1700	1.04	32
Gistuw		Bailiff	1510	1.04	28
Paren	Karveria	Povaen	1650	1.03	31
Fusor		Bailiff	1480	1.03	27
Petus	Karveria	Yacer	1640	1.02	31
Skaist	Karveria	Itesan	1800	1.03	34
Stognim	Karveria	Synela	1850	1.03	35
Berh		Bailiff	1450	1.02	27
Ternua	Karveria	Synkar	1810	1.04	34
Wuv		Bailiff	1460	1.03	27
Tifenim	Chyle	Avona	1980	1.02	35
Kilni		Bailiff	1220	1.01	22
Tuzor		Bailiff	1750	1.00	32
Tost	Chyle	Molinar	2070	1.01	39
Troul	Poria	Poindel	1440	1.04	26
Tuz	Karveria	Avona	1700	1.03	31
Befinog		Bailiff	1460	1.02	27
Sted		Bailiff	1270	1.03	23
Yonne		Bailiff	1350	1.02	24
Visern	Karveria	Avona	1620	1.03	30
Fituz		Bailiff	1440	1.04	26
Lunt		Bailiff	1520	1.03	28
Vutil	Indatha	Borgyn	1760	1.04	34
Wusa	Karveria	Carudyn	1690	1.03	34
Degik		Bailiff	1440	1.04	26
Konik		Bailiff	1350	1.03	25
Wutor	Indatha	Erlasty	1800	1.04	34
Rolifeg		Bailiff	1390	1.05	25
Yal	Feryce	D'nagel	1950	1.03	36
Calim		Bailiff	1050	1.02	19
Deh		Bailiff	1710	1.02	31
Nomina		Bailiff	1590	1.03	27

Islands of the Indatha Straits

Karveth lies on Elnar Island, the largest of the islands in the Indatha Straits. The island is densely populated. The manors carved from the natural woodland produce cereal crops and small hardy cattle, while large numbers of pigs roam the woods. The many standing stones left by the Henge Culture are still revered by the serfs and studied by scholars.

The small nearby islands of Bira and Manire are similar to Elnar, but Vicier Island to the northeast is more hilly; its soil is thin and rocky outcrops pepper the land. Manors dot the southern end of Vicier; their serfs supplement the crops by fishing the straits and distilling spirits from fermented barley.

Treacherous tides, rocks, and reefs wreck many an unwary ship in the Faven Channel and Vulemnan Strait. Beacons seek to guide mariners safely past particularly hazardous locations. The Peonian priests of Sarius Abbey maintain one such beacon on the Banir Rocks just off Voril Island.

The islands at the northeast end of the straits have only a few small manors, where the rich soil supports orchards of cob nuts and crabapples. Uninhabited Lorel Island is known for its walrus colonies that are hunted by local islanders and Solori tribesmen. Moran also has no permanent settlements but is a natural wonder in the breeding season, when hundreds of thousands of seabirds nest on its rugged cliffs.

LAKET [L8] ♜ ①

Dyriamarch, 270

Laket Keep is the headquarters of Dyriamarch, a vast area of wilderness that includes most of Horadir and the southern Anadel highlands. The present warden is Barryn Alaga, 34, the eldest son and heir of the Earl of Elorin at Harden. The march includes the range of the Hodiri tribesmen and the warden's control is extremely tenuous.

Nathwic, the first king of Elorinar, had Laket built in 178 to guard the Anadel passes. When the Bujoc sacked and burned it in 218, King Janakor perished in the battle. The keep was rebuilt in 274 and the fortifications were improved in 562. The Earl of Elorin separated Dyriamarch from Elorinshire in 691; King Chunel tacitly allowed this redrawing of boundaries.

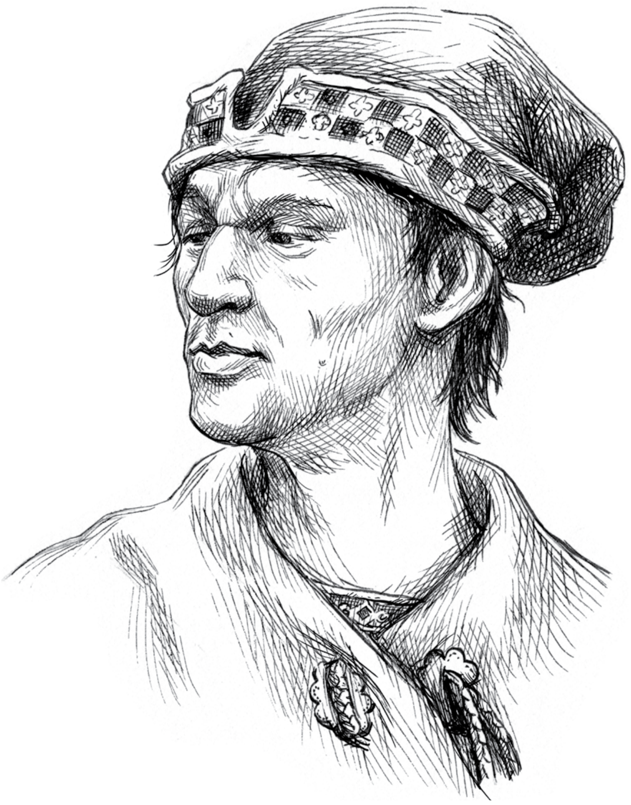
The warden is considered fair and open-minded. A proud man, he dislikes merchants and miners, whom he associates with Thay and his family's failing fortunes. He realizes that the bulk of his revenue comes from the trades that support the nearby mines and the travel caravans, so he is careful to keep his opinions to himself and his inner circle.

Although no one expects the march warden to do more than guard the passes, the Alagas believe that conquest of Horadir, however unlikely, will allow increased settlement. Warden Barryn sends occasional punitive expeditions against the Hodiri tribesmen, so far without notable effect. King Chunel, by saying nothing, has allowed the earl a free hand in this matter.

The march has four permanent companies: one medium foot, two light foot, and one light archer. Augmented by feudal levy from the domains of the Earl of Elorin, these token forces may double during the summer. The forces are hopelessly inadequate to secure the region against the Hodiri.

The Miners' Guild sponsors a festival during Peonu to coincide with when the caravan from Thay is in town. The Westbound Fair is the scene of raucous contests and public drunkenness. Mine cart races, mule races, and the occasional spontaneous wedding occur throughout the town during the two-day festival. Local merchants profit by provisioning the caravan and miners. The fair also attracts mercenaries hoping to hire on as last-minute caravan guards or looking for work clearing gargun from the mines. At the end of the fair, the caravan departs for Tashal and the miners disperse to their pits to open the mines after the winter.

Fief	Hundred	Holder	AC	LQ	HD
LAKET	Dyriamarch	Warden	1710	1.05	54
Alpon	Bujdel	Alaga	1780	1.03	35
Bex	Dyriamarch	Colunde	1630	1.05	32
Kaleh		Bailiff	1340	1.04	26
Fehnon	Dyriamarch	Saratyn	2050	1.05	40
Gelt	Dyriamarch	Zaronder	1600	1.04	32
Hemlik	Dyriamarch	Ingetha	1800	1.05	36
Opus		Bailiff	1450	1.05	29
Hinden	Dyriamarch	Olurn	1820	1.04	36
Javkus	Dyriamarch	Astwern	1780	1.04	35
Jutesust	Dyriamarch	Velikir	1940	1.05	36
Fafer		Bailiff	1500	1.05	30
Menicar	Dyriamarch	Menic	1680	1.04	31
Minut	Dyriamarch	Alaga	1650	1.04	32
Jalis		Bailiff	1420	1.04	28
Perter	Dyriamarch	Alaga	1700	1.06	34
Hinip		Bailiff	1200	1.06	24
Oslef		Bailiff	1640	1.06	32
Pezin	Dyriamarch	Surtanin	1650	1.05	33
Sonimy	Dyriamarch	Dinory	1620	1.05	32
Anilort		Bailiff	1510	1.05	30
Miketos		Bailiff	1430	1.05	28
Wurique	Dyriamarch	Turasy	1600	1.05	32
Bernim		Bailiff	1690	1.06	31
Yoledsin	Thicesund	Bailiff	1630	1.05	32



Warden Barryn Alaga

LYF [M7] ①

Cuton Hundred, Lenedshire, 280

Baron Tamys Arbustren holds Lyf from the Earl of Elorin. The baron travels to Harden every Savor to deliver his taxes to his liege but otherwise stays close to home. In politics, the baron typically favors the king and the city of Thay when he can, while his son and heir is solidly behind the earl. Although they disagree often, they keep it behind closed doors and always present a unified front to others. The baron is nearly 60 and inherited the title 12 years ago. He is a widely renowned gourmet and employs a cook from Emelrene. Visitors to his table are treated with a wide variety of seafood from Nolan Bay as well as fine wines imported from Lythia.

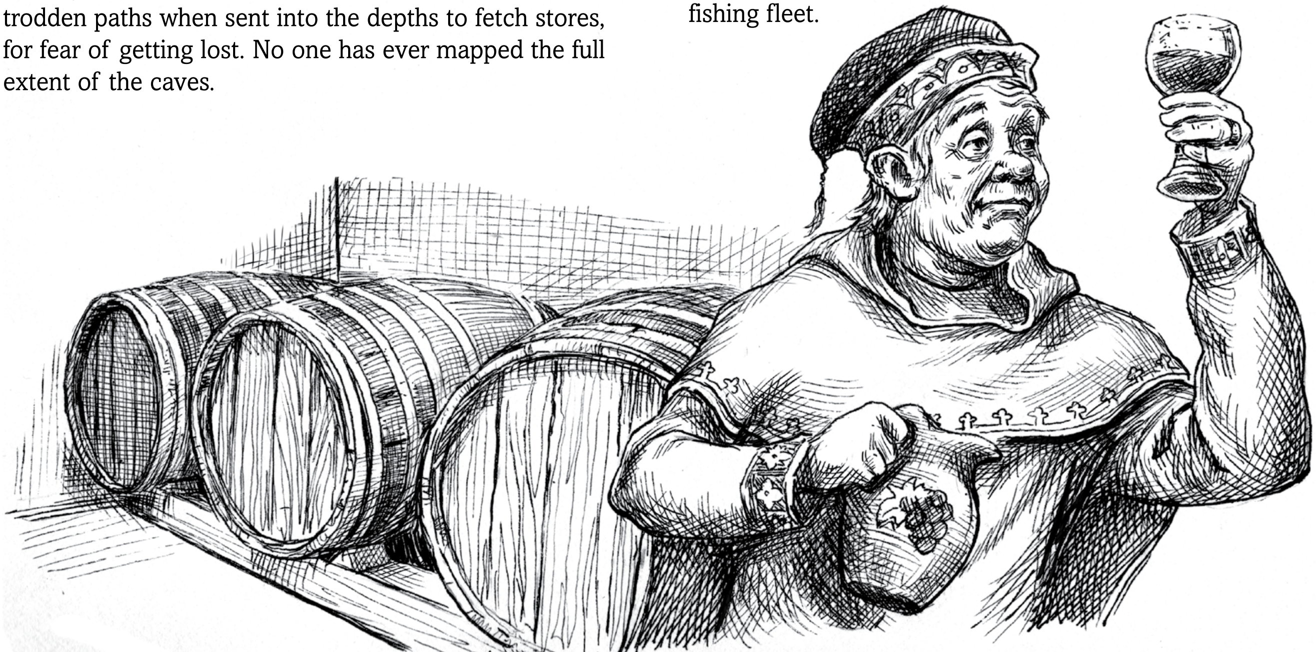
A hillfort at Lyf was fortified during the first decades of the Kingdom of Elorinar. It may have been a Lakori settlement, although some records suggest that it was the stronghold of a people called the Lyfain, who were likely a branch of the Lakori. The present keep was built in 423 atop the far more ancient hillfort.

The hills and cliffs here are honeycombed with caves, and the cellars of the keep lead into them. Local legend says the cellars are the remains of a Khuzan outpost but they are actually from the ancient hillfort that dominated Nolan Bay even before the Kingdom of Elorinar was formed. The keep incorporates the previous construction; its three underground levels are a labyrinth for the unwary. Even experienced servants will stick to well-trodden paths when sent into the depths to fetch stores, for fear of getting lost. No one has ever mapped the full extent of the caves.

Fief	Hundred	Holder	AC	LQ	HD
LYF	Cuton	Arbustren	1450	1.04	56
Adek	Cuton	Turgane	2040	1.03	40
Trinmil		Bailiff	1460	1.04	27
Cedge	Cuton	Bustyn	1750	1.04	35
Dalek	Cuton	Imeldarn	1580	1.03	33
Nopnar		Bailiff	1370	1.03	27
Damious	Cuton	Floune	1580	1.05	33
Dostnos	Cuton	Asyndala	1700	1.03	34
Rynlan		Bailiff	1260	1.03	24
Haplon	Cuton	Jinsra	1800	1.05	35
Papore	Cuton	Papon	1570	1.04	30
Tabo	Cuton	Wendelyn	1850	1.04	35
Calsit		Bailiff	1580	1.03	32
Tardus	Cuton	Arbustren	1950	1.03	36

Lyf has an excellent harbor but the extensive reefs at the mouth of Nolan Bay make the approaches risky in bad weather. The bay is a treasure trove of fish and mollusks. Two salters are kept busy evaporating seawater to produce salt for the fishermen to preserve their catch before shipping it off to the market in Thay.

The baron owns the town's large shipyard but has been unable to replace the master shipwright, who died in 718, with someone competent. He has hired and fired two masters recommended by the Shipwrights' Guild and is unhappy with their third candidate, an inept nephew of the powerful guildmaster. Many of the workers resent the senior journeyman currently overseeing the shipyard and take any opportunity to make him look bad. Repairs are stacking up and fewer boats are fishing the bay. The baron is worried about the future of his shipyard and the fishing fleet.



Baron Tamys Arbustren

MENIO [M7] ♜ ①

Meniona Hundred, Elorinshire, 560

The barony of Menio is held from the Earl of Biren at Gythrun. Baron Poul Morezyn, 24, inherited his title after the untimely death of his father in 718. The elevation to baron did little to stiffen a man who had been living in the shadow of his father, a hero of the Rape of Thay. Gossiping tongues speculate over the provenance of the tile that fell and killed the old baron but no one disputes the fact that Sir Poul is now desperately trying to escape his responsibilities. He is a somewhat irresponsible young man, more fond of hunting and wenching than governing. The baron's mother seeks to correct these faults. Encouraged by the Earl of Biren, she has obtained permission from the king to conduct negotiations for a marriage between her son and the strong-willed daughter of Baron Erdarta of Ramere.

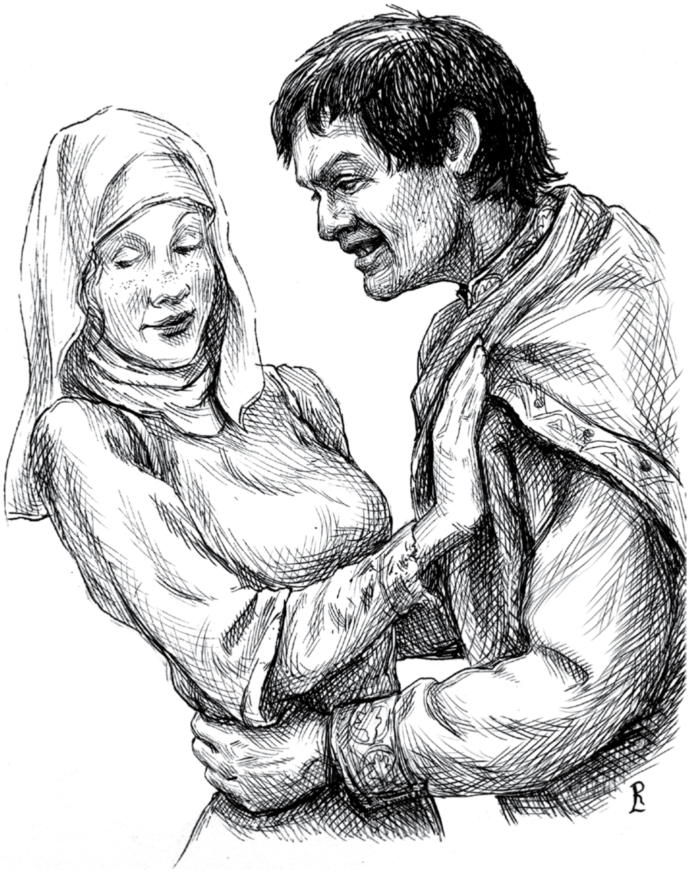
The site of Menio Keep was an ancient tribal stronghold and one of the earliest settlements to support Nathwic when he founded the Kingdom of Elorinar in 155 TR. The keep was originally built in 247 but demolished and rebuilt in stone around 640.

The town thrives on its trade in pottery. The Potters' Guild is an overwhelming power in the town. The masters of its four pottery franchises negotiate and bargain as a group with the timberwrights and charcoalers to secure the best prices. Their demand for wood is creating tension with manor reeves and other guilds, especially the glassworkers, who require the same raw materials. The miners who provide the minerals used to create the delicate glazes on Menio pottery do not play in the town political theater, preferring to state their prices and stand apart from the political mayhem.

The stone quarry east of town produces good quality building materials that are barged downstream to Thay. The rough and tumble quarrymen and stone cutters have a lively community in Menio that would be frowned upon in Thay. Although they laugh and call the potters "mudmen," their political and economic power is clearly in third place.

Behind the scenes, the Charcoalers' Guild has become a rising influence in the town. By controlling the price on the fuel, this quiet guild steers the price of ceramics and pottery throughout the region. Having made an arrangement with the bailiff of Delwyn Hundred, the local masters have begun sending harvesting parties across the river in search of hardwoods, a development that has brought them in direct confrontation with the Miners' Guild.

Fief	Hundred	Holder	AC	LQ	HD
MENIO	Meniona	Morezyn	1530	1.05	112
Astash	Cosyumin	Ulend	1750	1.06	36
Acemior	Cosyumin	Sertakyn	1500	1.05	31
Balen	Delwyn	Balen	1600	1.03	31
Casefa	Cosyumin	Casefa	1570	1.05	32
Cehbeth	Meniona	Morezyn	1730	1.05	35
Flacst	Meniona	Morezyn	1870	1.04	38
Gayn	Meniona	Rybaenda	1920	1.05	39
Gerbila	Meniona	Hunmer	1670	1.04	34
Gexel	Meniona	Romleyn	1650	1.04	34
Ankry		Bailiff	1280	1.04	26
Guzed	Meniona	Lurgance	1850	1.05	36
Wend		Bailiff	1360	1.05	26
Absem	Cosyumin	Tazeryn	1620	1.06	31
Nustane	Meniona	Aderny	1750	1.05	35
Stost	Cosyumin	Bailiff	1580	1.06	34
Paclur	Meniona	Morezyn	1620	1.06	33
Quafir		Bailiff	1250	1.05	26
Thased	Cosyumin	Nougar	1680	1.05	34
They	Cosyumin	Favaryn	1670	1.05	33
Zano	Delwyn	Morezyn	1570	1.04	34



Baron Poul Morezyn

MOQUE [M7] ♜ ①

Horkand Hundred, Lenedshire, 420

The barony of Moque is held by Allyn Wederine directly from the king. Allyn, 39, suffers from what appears to be the early stages of leprosy, a condition known only to himself, his wife, and his physician. So far, there is no obvious disfigurement. He is desperately hoping either for a cure or confirmation that the disease in not leprosy. The baron has granted Clord Manor on Anak Island to the Church of Peoni to support their work in caring for lepers. The manor was previously overseen by the baron's younger brother, Haltewn, who drowned in 715 when his ferry to Clord foundered in a storm.

Moque was built in 575 to guard the eastern landward approach to Thay. The barony was created in 630 and granted to the Wederines, a clan from Cherafir with a long history of bravery and loyalty to the royal house. The first baron, Erdymn, gained wide renown after slaying a great serpent that terrorized the locals and disrupted fishing in 648; the current baron's father died defending his manors during the Rape of Thay.

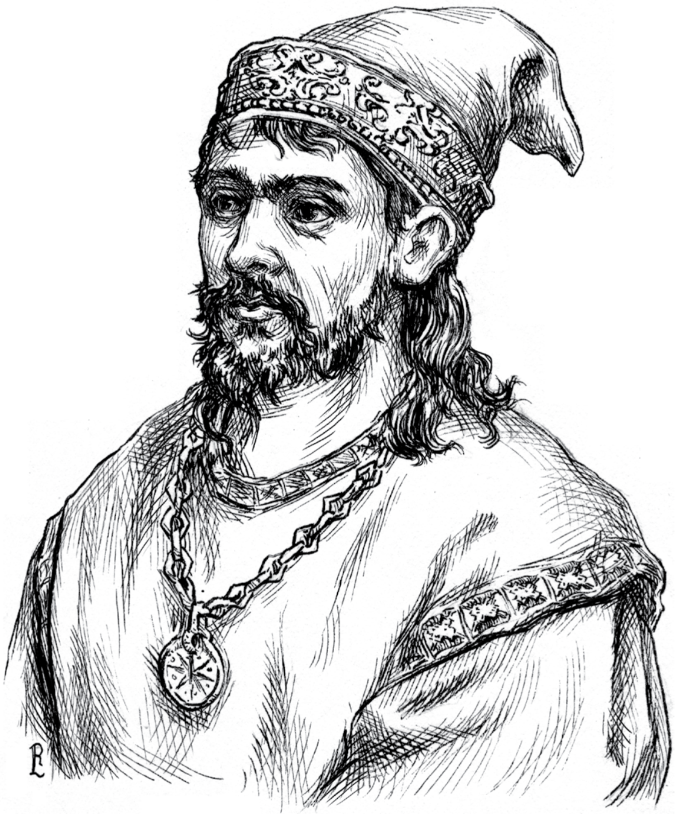
The barony is blessed with crops grown in the rich soil deposited by the Horka River. The river's estuary provides bountiful catches of fish. The baron favors the river's red salmon; his restrictions on fishing it are zealously enforced. A favorite local dish is freshwater mussels and eels simmered in salted curd with leeks. Women and children gather sea bird eggs to supplement what the hens lay. Hunters take walrus that migrate to the estuary in winter. Salt pans near Baerdsli Manor supply manors throughout the shire.

For the last two years, a great white wrecan (see *Aquatics,* COL #4614) has plagued traffic and commerce on the estuary. The beast has driven away the chubby seals that sun themselves on the shores, which is considered a bad omen among the locals. The monster recently smashed a fishing boat, killing several fishermen. The heads of the fishing clans are clamoring for the baron to do something about it.

The baron usually pays his feudal obligation to the king in the form of coin. He is forced to sell his fief's produce at Thay, the largest market readily available; the merchants know this and underprice his goods to make just enough extra profit without driving the baron to Gythrun. The baron has brought the matter before the Mangai but nothing has come of it.

Fief	Hundred	Holder	AC	LQ	HD
MOQUE	Horkand	Wederine	1670	1.03	84
Baerdsli	Horkand	Baerd	1530	1.03	30
Cabes	Horkand	Wederine	1650	1.02	32
Fulton	Horkand	Wederine	1570	1.03	33
Thonir		Bailiff	1200	1.03	23
Gybson	Horkand	Ranalder	1750	1.04	34
Kanam	Horkand	Akana	1680	1.03	33
Lyb	Horkand	Vurgaen	1850	1.04	36
Lydi		Bailiff	1380	1.03	27
Pelenire	Horkand	Pelen	1880	1.03	35
Rabint	Horkand	Enhargen	1620	1.03	32
Darycst		Bailiff	1420	1.02	26
Sheda	Horkand	Laboraen	1680	1.03	33
Abery	Vimen	Bailiff	1420	1.04	28
Stedoz	Horkand	Dunyt	1590	1.04	31
Tepras	Horkand	Morasder	1700	1.03	31

The Rape of Thay was a hard lesson for the manors of the barony and Baron Allyn wishes to ensure that such an event does not happen again. He assembles and vigorously drills his militia on a regular basis.



Baron Allyn Wederine

NURISEL [M10] ③ ⚓

Bredan Hundred, Dathshire, 2,040

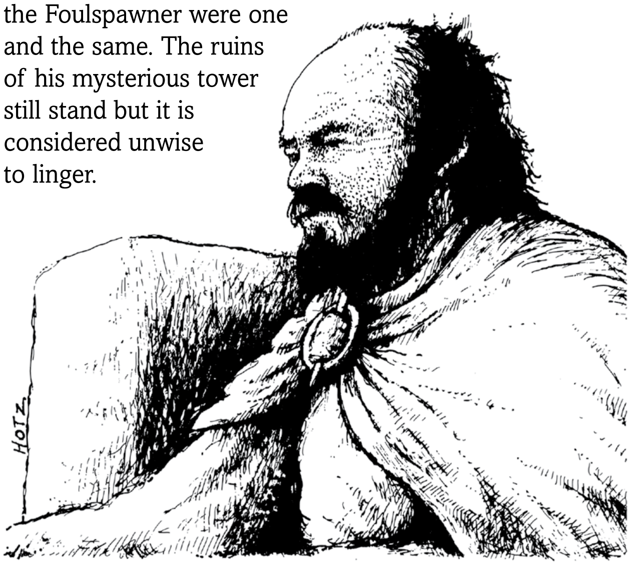
Nurisel is held by Clan Thabel, one of the oldest and proudest families on Hârn. Earl Sunoril, 53, is an insightful, highly intelligent man with a reputation for coldness and formality. Like many of his forebears, he studied at a chantry of arcane lore in his youth. He is an important member of the Council of Eleven.

Nurisel is the second largest community on Melderyn Island. It benefits both from its proximity to Cherafir and a prosperous maritime community, which includes a substantial fishing fleet. It is also a supply center for the island settlements in the Indatha Straits.

The area around Nurisel has been settled for at least 2,000 years although evidence suggests the mysterious people of the Henge Culture occupied the region much earlier. Nurisel was the capital of Bradene, one of the Five Kingdoms that predated the foundation of Melderyn. When Erebir established the Kingdom of Melderyn, the line of the kings of Bradene continued. By 200 TR, the title had formally become Earl of Nurisel.

Nurisel has a reputation as a center of learning. A Lyahvian chantry was established around 1,000 BT, the church of Save-K'nor founded Rhynhuthor Seminary in 243 TR, and the Haclaen College and archives were founded by the Pilots' Guild in 606.

From 84 to 93 TR, Nurisel was home to Lothraem Halmaenth, a powerful gray mage who instituted a reign of terror before he was apparently killed in a sorcerous duel with six mages. Some believe Lothraem and Lothrim the Foulspawner were one and the same. The ruins of his mysterious tower still stand but it is considered unwise to linger.



Earl Sunoril Thabel

Fief	Hundred	Holder	AC	LQ	HD
NURISEL	Bredan	Thabel	1460	1.06	408
Andbale	Bredan	Thabel	1940	1.07	40
Shox		Bailiff	1450	1.06	30
Atheb	Bredan	Theb	1450	1.07	31
Janed		Bailiff	1250	1.06	26
Avory	Vimen	Thabel	1800	1.06	35
Selic		Bailiff	1450	1.05	30
Bedrym	Bredan	Azounda	1580	1.06	34
Mosikem		Bailiff	1300	1.06	26
Beljaren	Bredan	Jaren	1950	1.06	39
Cesust	Atressa	Hyncary	1630	1.05	35
Gopst	Taniran	Burgaus	1700	1.05	35
Dekeh		Bailiff	1620	1.07	33
Hempes	Bredan	Valyne	1900	1.05	36
Hiceg	Bredan	Watond	1550	1.06	32
Kimon	Atressa	Querisa	1650	1.05	34
Enow		Bailiff	1480	1.04	30
Kimop		[Ruin]	•	•	•
Maden	Bredan	Kelinda	1600	1.06	33
Hed		Bailiff	1300	1.06	27
Putec	Taniran	Bailiff	1470	1.05	27
Nenda	Bredan	Dynsa	1690	1.06	34
Gonup		Bailiff	1240	1.05	25
Nogik	Arien	Thabel	1580	1.06	32
Bidow		Bailiff	1400	1.06	29
Kifo		Bailiff	1390	1.05	26
Palinor		Bailiff	1460	1.05	29
Opefith	Atressa	Jindele	1980	1.05	40
Vuba	Bredan	Bailiff	1390	1.06	28
Pife	Bredan	Thabel	1850	1.05	38
Fithom		Bailiff	1220	1.06	25
Tregus		Bailiff	1450	1.07	30
Quejim	Bredan	Quen	1950	1.06	40
Stune		Bailiff	1300	1.05	27
Siquon	Bredan	Tynare	1700	1.06	35
Sonil	Bredan	Rusteryn	1920	1.06	39
Zowur		Bailiff	1530	1.06	31
Surel	Taniran	Thabel	1490	1.05	30
Thip	Firithel	Thabel	1650	1.07	34
Hosu		Bailiff	1580	1.06	32
Zuthik		Bailiff	1340	1.06	28
Tonot	Taniran	Nolaen	1620	1.05	33
Twimet	Dyriamarch	Thabel	1680	1.05	34
Guitny		Bailiff	1400	1.04	27
Sonrih		Bailiff	1240	1.05	25
Tyfeles	Bredan	Thabel	1730	1.06	35
Cegid		Bailiff	1460	1.05	30
Edim		Bailiff	1410	1.06	29
Usk	Atressa	Thabel	2030	1.06	42
Befix		Bailiff	1450	1.05	30
Yarlan	Bredan	Yarlan	1800	1.06	35

ONTUR [M7] ①

Aleta Hundred, Lenedshire, 800

Ontur is held by Tobrin Jothysan from the Earl of Elorin. During the Rape of Thay, a small Orbaalese force attacked Ontur but was driven off after raiding and burning the village. Baron Tobrin took an active part in the defense and still points proudly to five captured Orbaalese round shields that decorate the walls of his hall. One of these bears the arms of Clan Djagg of Gyfyn.

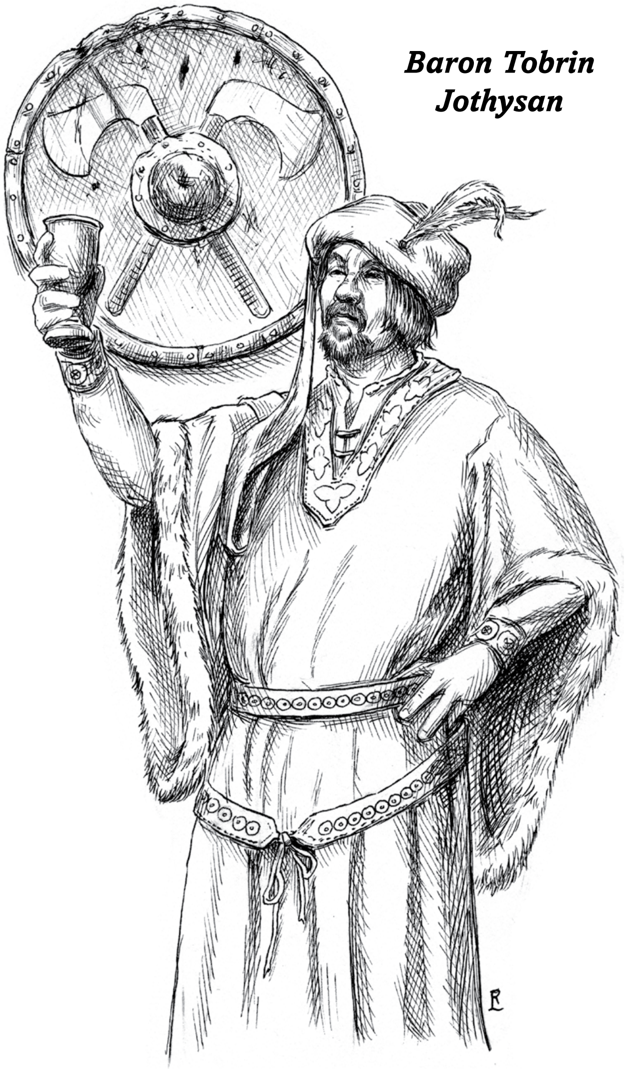
His lands across the Horka did not fare as well, however. Sir Tobrin watched helplessly from atop his gatehouse as the columns of smoke rose from the Delwyn manors. The northmen completely wiped out some manors, killing the men and carrying off many women and children. Ontur has a small community of refugees who made their way across the river after hiding in the woods for several days. Members of this community often speak of mounting an expedition to Orbaal to bring back their lost loved ones.

Like Menio, Ontur is devoted to the production of pottery. The town's flourishing pottery industry benefits from its proximity to Thay. Its artisans are renowned for experimenting with glazes and have developed striking colors from minerals produced as by-products from the silver and lead mines. Although the pottery is spectacular, the noxious fumes created by the glazing process are a constant source of friction in certain parts of the town. The guilds that support the potters also flourish. The timberwrights, in particular, are very energetic in finding new sources of material.

Sir Tobrin wishes to resettle the ruined Delwyn manors. He is supported by the Charcoalers' Guild, as this would secure sources of more wood for Ontur's kilns. He has sent agents as far as Tashal and Cherafir to find settlers willing to live north of the river, having found few willing freemen from Thay or the river valley villages. His interest in the manors is not entirely commercial. His aging keep is overrun by three of his sons and their families. His eldest son, Robrick, travels the Genin Trail as a caravan guard but his family of four resides in Ontur. Sir Tobrin plans to grant the re-established manors to his sons so they can support themselves.

Ontur was a Lakori tribal settlement fortified during the Kingdom of Elorinar. A stone tower was built in 232 but was severely damaged by flooding in 411. The present keep dates from 416; its foundation, weakened by centuries of floods, is crumbling in several places. Parts of the cellar are shored up with timber beams, but this is only a temporary solution.

FIEF	HUNDRED	HOLDER	AC	LQ	HD
ONTUR	Aleta	Jothysan	1750	1.05	160
Benire	Aleta	Urdena	1850	1.04	36
Bilar	Aleta	Sorunsyn	1950	1.04	39
Catik	Delwyn	[Ruin]	•	•	•
Narhir		[Ruin]	•	•	•
Dalktin	Aleta	Tyrestal	1520	1.05	30
Greyoac	Aleta	Bailiff	1650	1.04	33
Gute	Aleta	Jothysan	1670	1.03	33
Melinda		Bailiff	1200	1.03	23
Iswend	Aleta	Jothysan	1550	1.04	32
Jelstad	Aleta	Bailiff	1650	1.03	33
Nyrith	Aleta	Orloty	1800	1.04	36
Ruthar	Delwyn	[Ruin]	•	•	•
Edemar		[Ruin]	•	•	•
Skune	Aleta	Jothysan	1650	1.05	33
Vavirt	Aleta	Zincalar	1250	1.04	25
Hekra		Bailiff	1320	1.03	26
Zulos	Aleta	Runderyn	1620	1.04	32
Patersan		Bailiff	1300	1.04	26



Baron Tobrin Jothysan

PARIOS [M7] ♜ ①

Lakori Hundred, Elorinshire, 325

Parios is a held by the Earl of Elorin. The constable, Sir Molkin Ematha, 50, is tough, unimaginative, and unswervingly loyal to the earl. He has a lifetime's worth of experience dealing with the Bujoc and the Hodiri. While he is not naive enough to advocate the tribes' eradication, he swears that he would never turn his back to them either. Of the two, he is more suspicious of the Bujoc, distrusting any man who would take orders from a woman.

The ferry across the Horka is busy at all times of year. The owner, Daffyd of Korin, is very tolerant of the Bujoc, if not an outright ally, despite the number of miners who rely on his barge to cross the river. His workers are garrulous, friendly sorts who never forget a face or an extra farthing.

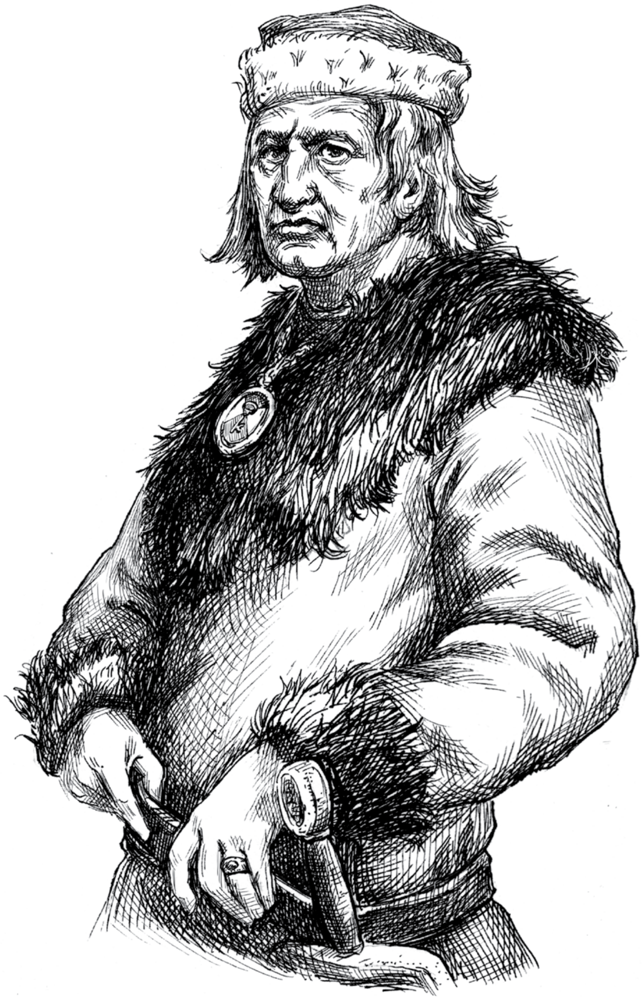
The Bujoc may not like the mines in the highlands but they like the goods that they can find in the marketplace of Parios. The tribesmen are often harassed by market-goers but most merchants are happy to trade pottery, cloth, and alcohol for the tribesmen's pelts and herbs. The Bujoc also trade for foodstuffs and non-metal tools, but never for weapons. Although the Bujoc men are denigrated by some townsfolk as drunks who need to be dragged back to the ferry by their women, most are skilled, reliable guides and hunters.

The town's economy is centered on the mining trade and the various materials, crafts, and workers that support it. Smelted blooms of metal and even raw ore are brought from the mines by mule or cart and transferred to cargo vessels for the trip down the river to Thay. The market sells supplies to the miners but is more importantly a place to hire skilled craftsmen and mercenaries to work at the remote mine sites.

Compared to the clang and rumble of commerce along the river banks, the road to Jothet is a quiet byway. Regular travelers know to go heavily armed, as outlaws prey on the unwary then slink back to the shadows of the Thicesund Forest. The wagons taking iron or tin to Parios or carrying supplies to the mines are well guarded.

Parios was a Lakori settlement fortified during the expansion of the Kingdom of Elorinar in the late 2nd century. Several large barrows dot nearby Korin Downs, an area of religious significance to the Lakori. Legend holds that these barrows are graves of ancient chieftains. Locals report that Bujoc women pick flowers from the slopes of the barrows, but no one knows why.

Fief	Hundred	Holder	AC	LQ	HD
PARIOS	Lakori	Constable	1700	1.05	65
Adine	Lakori	Solwatin	1530	1.04	30
Depsut	Lakori	Neryndel	1950	1.04	36
Ledium	Lakori	Tonabet	1590	1.05	31
Tesar	Lakori	Ematha	1720	1.04	34
Colum		Bailiff	1350	1.04	27
Zuson	Lakori	Astryn	1900	1.05	38
Tonil		Bailiff	1560	1.05	31



Constable Molkin Ematha

PARNAM [M7] ①

Belhimon Hundred, Lenedshire, 355

Fief	Hundred	Holder	AC	LQ	HD
PARNAM	Belhimon	Constable	1830	1.04	71
Benoc	Belhimon	Duzane	1620	1.04	32
Calsik	Belhimon	Lurayn	1570	1.04	30
Jedel		Bailiff	1310	1.03	25
Dalshel	Belhimon	Konsley	1450	1.04	26
Dessil	Belhimon	Desa	1660	1.05	31
Imolik		Bailiff	1400	1.04	28
Fraltsind	Belhimon	Lakner	1750	1.04	34
Akcid		Bailiff	1420	1.04	28
Enom		Bailiff	1310	1.04	28
Hilanic	Belhimon	Hilan	1700	1.05	33
Jadic	Belhimon	Oveary	1970	1.04	39
Kilom	Belhimon	Hyncaver	1840	1.04	35
Claig	Vimen	Bailiff	1360	1.04	26
Monlik	Belhimon	Erjunert	1950	1.05	39
Muvege	Belhimon	Arbusyn	1620	1.04	32
Nomishen	Belhimon	Bailiff	1570	1.03	31
Peasex	Abitar	Volazer	1620	1.04	32
Ryvila		Bailiff	1430	1.03	27
Utmos	Belhimon	Trabondy	1700	1.04	33
Fernis		Bailiff	1380	1.04	27
Vomilost	Belhimon	Vomil	1670	1.05	34

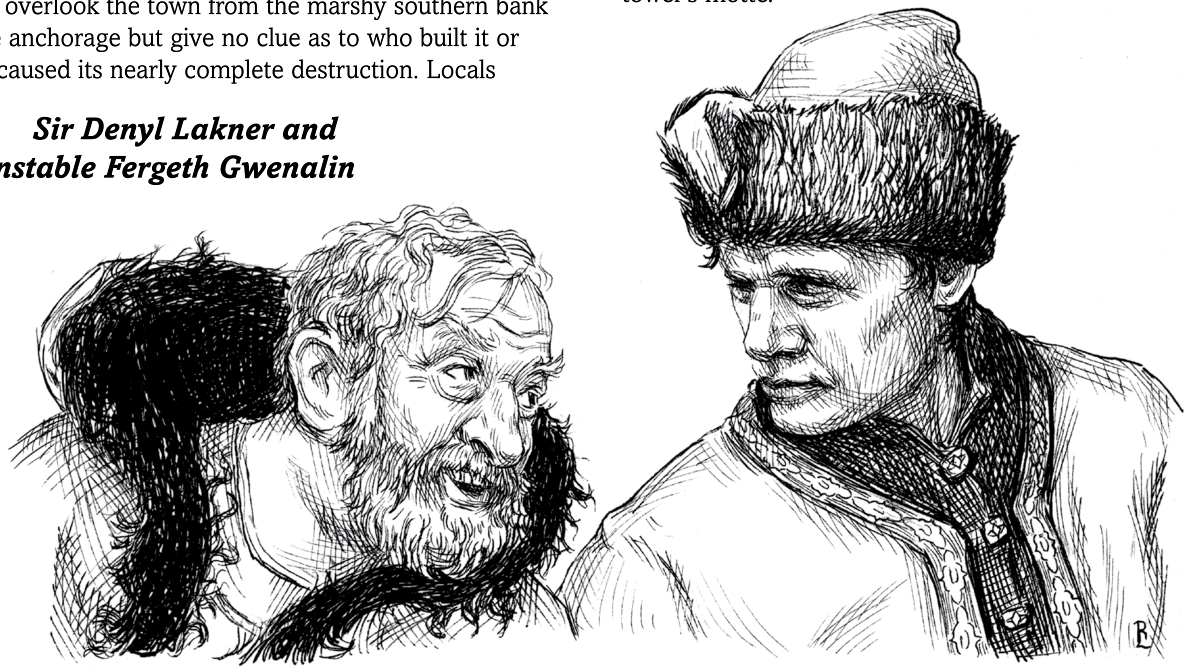
Parnam is held by Clan Gwenalin, the earls of Biren. The constable is Fergeth Gwenalin, younger brother to the earl. A fall from a horse in his early childhood left Fergeth slightly lame but his keen intelligence compensates for this physical deficiency. He often governs Gythrun when the earl is absent, entrusting Parnam to Sir Denyl Lakner, a competent long-time vassal. Sir Denyl, 65, is a corpulent man who dislikes travel; his own fief of Fraltsind is managed by his eldest son.

The Gwenalins have held Parnam since 630 and have long understood its economic potential. They built an extensive dock, complete with loading derricks to move the quarried stone and tin ingots to the waiting daks and niviks. The local harbormaster, Byrim of Fostrim, is scrupulously honest and is noted for his meticulous, if time-consuming, tallying of each ship's cargo.

Despite Byrim's efforts, Parnam is known by the Lia-Kavair and other unscrupulous parties as a place where a cargo can avoid the bureaucratic hassles of Cherafir and Thay. Small boats can be off-loaded from the muddy banks of False Creek on the south side of the Belhimon River, then taken by road to Cupeth and the settlements of the Horka Valley.

Parnam was built in 423. The remains of abandoned tribal settlements dot the area where the Belhimon River empties into Lynon Bay. The ruins of a stout square tower overlook the town from the marshy southern bank of the anchorage but give no clue as to who built it or what caused its nearly complete destruction. Locals picnic there when the weather is good, as it is one of the few places in Parnam where the breeze keeps the flying insects at bay.

Parnam's swampy nature is evident from the drainage ditches that line the streets and fields. The Laranian temple in the center of town is surrounded by a moat, out of necessity as well as protection. The keep is protected by a moat dug along the north and west sides of the tower's motte.



Sir Denyl Lakner and Constable Fergeth Gwenalin

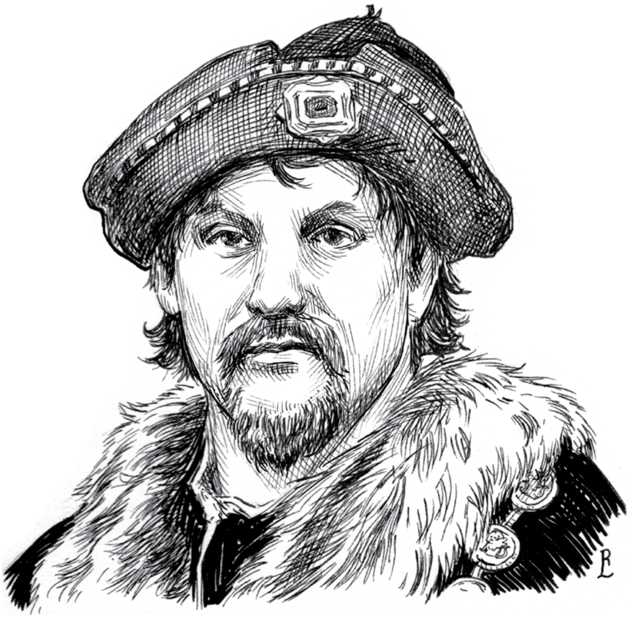
RACYN [M9] ①

Regonalen Hundred, Birenshire, 280

Racyn is a royal keep, held from the king by the Sheriff of Biren. Sheriff Brynet Mery is a humorless man in his mid-30s. Although a pious adherent of the Laranian faith, he despises the actions that the Lady of Paladins fighting order is carrying out against the Solori tribesmen. In 719, he found two knights of the order guilty of manslaughter for killing a tribesman and imprisoned them, an action that has hardly endeared him to the fighting order. Sir Selic Orgone, the Reblena of Fosumo, has refused to speak to Sir Brynet since then; the order has requested that the king appoint a new sheriff, “one with a better understanding of the area.”

Sir Brynet became good friends with the Earl of Biren while serving at Hossel as bailiff of Gythra Hundred. He was appointed to his present position in 716; his manor at Hep is managed by his younger brother during his long absences. Brynil, Sir Brynet’s only son, is uninterested in warfare but quick with numbers. Brynet has not yet decided whether to send his son to Gythrun for training as a page or to place him in service to the Laranian Rekela at Radeth.

Although long used as a convenient stopping point by ships moving along the coast, Racyn Island has had permanent residents only since the early 6th century. The island had just a handful of households when King Lodros ordered the construction of a keep in 624. The Shires Edict of 630 made Racyn Keep the shire moot and the influx of clerks and merchants caused it to grow rapidly.



Sheriff Brynet Mery

Fief	Hundred	Holder	AC	LQ	HD
RACYN	Regonalen	Sheriff	1570	1.08	56
Anire	Regonalen	Mery	1930	1.08	40
Yars		Bailiff	1370	1.07	26
Bohden	Regonalen	Traboye	1750	1.07	36
Bunasust	Regonalen	Bailiff	1850	1.09	36
Jabern		Jabern	1450	1.08	30
Quast		Worvam	1320	1.08	27
Calanir	Holosi	B/H	1680	1.08	34
Cronil	Regonalen	Gundy	1620	1.07	31
Dehnire	Holosi	Dehna	1750	1.08	36
Edgen		Bailiff	1200	1.08	25
Onifa		Bailiff	1350	1.07	28
Tucix		Bailiff	1270	1.08	26
Grinen	Holosi	Furdyne	1650	1.09	34
Lichten		Bailiff	1480	1.08	30
Tor		Bailiff	1300	1.08	27
Grovem	Regonalen	Erden	1650	1.08	34
Hep	Holosi	Mery	1600	1.07	33
Hossel	Gythra	B/H	1720	1.08	35
Brynd		Bailiff	1460	1.08	30
Marb	Regonalen	Doveryn	1800	1.07	35
Shename		Bailiff	1390	1.07	28
Purque	Yaelion	B/H	1660	1.08	34
Kelime		Bailiff	1370	1.08	28
Telza	Holosi	Telza	1740	1.08	35
Jamer		Bailiff	1380	1.07	28
Shomner		Bailiff	1620	1.07	33
Thex	Regonalen	B/H	1950	1.08	40
Tustux	Regonalen	Rulonin	1620	1.08	33
Debaz		[Ruin]	•	•	•
Tyan	Regonalen	Tyan	1690	1.08	34
Kobus		Bailiff	1430	1.07	27
Whitebed	Regonalen	Inturi	1570	1.08	32
Worut	Saloren	B/H	1680	1.09	34
Wuron	Befenor	B/H	2250	1.09	46
Relhend		Bailiff	1840	1.08	39
Roque		Bailiff	1580	1.08	32

The keep sits on a rock outcropping and controls the entrance to the Nuem River. At low tide, the river is shallow enough that larger ships sometimes run aground on submerged sandbars; few chance sailing farther up the river. Because of this, Racyn controls much of the mercantile activity of the Nuem Valley. The many fishermen at Racyn and nearby manors take large amounts of herring, eel, and oysters from the river. The fishermen and merchants have argued for years over who should have priority at the small pier. The sheriff plans to have a second pier built this summer so he will no longer have to listen to the complaints.

RAMERE [M7] ①

Quinlin Hundred, Elorinshire, 290

Baron Geral Erdarta, 46, is a hard-working man who some say is driven primarily to increase his standing in the kingdom and the contents of his purse along with it. He is currently negotiating to marry his strong-willed daughter to the Baron of Menio.

The baron is actively clearing land to expand his holdings westwards. This activity has been approved by the Sheriff of Elorin, presumably with the king's permission, but is viewed with dismay by the neighboring Bujoc tribes. The tribes have demonstrated their disapproval by sabotaging the mines in the Anadel foothills to the north of the barony. Sir Geral is anxiously working to prevent any disruption to the rich silver ore that flows through the town's port.

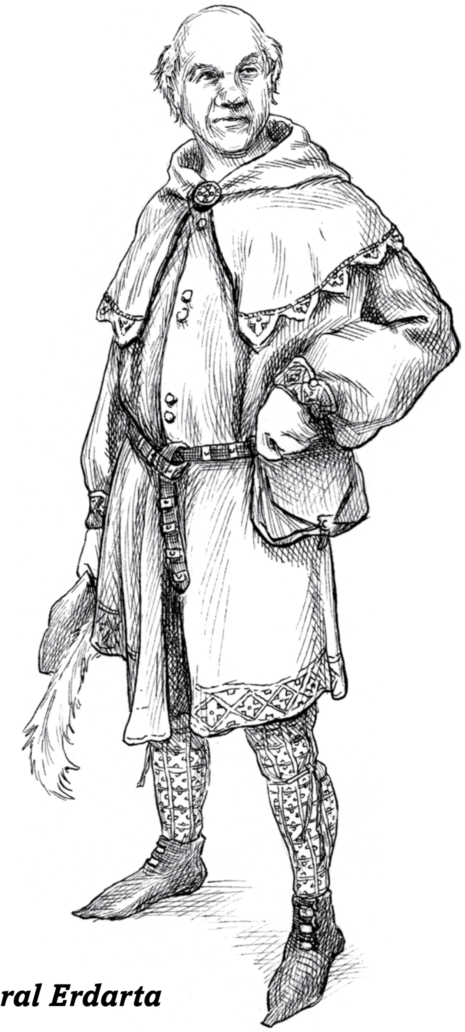
During the Rape of Thay, Ramere was the farthest point upstream reached by the Orbaalese raiders. The stone buildings of the town withstood the raiders' torches and allowed the villagers to mount a counterattack. Led by Baron Geral, the sailors and millers of the low town sallied from one of the inns near the river and burned the invaders' boats. The Orbaalese retreated eastward along the river bank but few survived to see their fleet at Thay.

This event is commemorated with a fair during the third week of Kelen. The baron hosts a tournament and feast to celebrate the defeat of the Ivinians. A giant bonfire on the riverside commemorates the burning of the invaders' longships. The inn that was the site of the counterattack is now called the Ivinians' Folly and is decorated with rusty Ivinian war gear and a large scrap of singed sail.

Ramere is believed to have been fortified as early as the 7th century BT and may have been built by the Jarin as a defense against Lythian invaders. As part of the Kingdom of Elorinar, the site was fortified to guard the ford on the Horka River. This ford is only passable in the late summer when the river is low; even then, prudent folk take a boat.

The present stone keep was built in 485 to replace an earlier wooden structure. The keep is squat and square and sits atop a tall, rocky scarp. It is surrounded by a low stone wall that the baron plans to raise once he has finished paying to rebuild the gatehouse. The gate withstood the Ivinian attack of 705 but an errant tithe wagon damaged the gate hinges to the point that the doors could not be closed. The gate has stood open for the last four years, guarded only by a single guard.

FIEF	HUNDRED	HOLDER	AC	LQ	HD
RAMERE	Quinlin	Erdarta	1720	1.05	58
Adeck	Quinlin	Enlager	1650	1.04	32
Matle		Bailiff	1440	1.05	31
Calizup	Cosyumin	Brundela	1950	1.06	39
Cata	Quinlin	Byndar	1650	1.05	31
Cholar	Quinlin	Jimourgyn	1520	1.05	30
Dithban	Quinlin	Erdarta	1580	1.05	31
Fec	Quinlin	Kalavern	1850	1.05	35
Fimoryn		Bailiff	1200	1.04	24
Felinor	Quinlin	Felin	1450	1.04	28
Felp	Quinlin	Erdarta	1620	1.04	31
Helfyr	Anoren	Erdarta	1700	1.04	34
Inemon	Quinlin	Atundaen	1880	1.05	37
Josus	Quinlin	Ulmeryn	1990	1.05	40
Kiged	Quinlin	Covar	1680	1.04	33
Kolifen	Quinlin	Rougeryn	1600	1.05	31
Pokin	Quinlin	Dulmary	1670	1.04	33
Ukult		Bailiff	1520	1.04	30
Posuth	Quinlin	Erdarta	1540	1.05	31
Quivril	Cosyumin	Quivra	1850	1.06	37



Baron Geral Erdarta

SHENAP [N10] ①

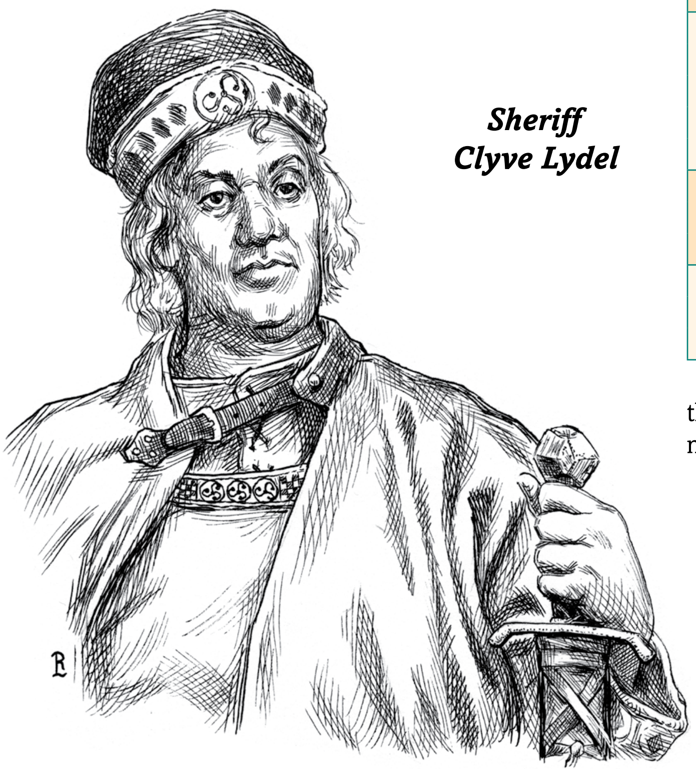
Donenel Hundred, Cherfinshire, 670

Shenap is the shire moot and is held for the king by the Sheriff of Cherfin. Sir Clyve Lydel, 48, has held the office for more than 20 years and is a close friend of King Chunel; he can often be found at court in Cherafir. Sir Clyve is an avid hunter and finds time to visit his various officers, especially those in remote hundreds.

Shenap maintains a small fishing fleet but its waters are too shallow for larger vessels. It is the crossroads for most land trade between Cherafir and the rest of the island and has grown prosperous catering to merchants and travelers passing through. Shenap's vineyards have a long history of producing excellent wines.

The Jarin first occupied the site of Shenap more than 18 centuries ago. The present keep was built in 111 TR to guard the landward approach to Cherafir. It has been upgraded several times over the centuries and is one of the better-maintained fortifications in Melderyn, despite its age.

Roughly a mile south of the settlement, the ruins of what appears to be a large circle of standing stones lies mostly underwater just off the shore. Fishermen generally avoid the site, considering the area unlucky. There are reports that an unearthly mist sometimes appears over the sunken stones. Many believe that anyone entering the mist never returns.



Sheriff Clyve Lydel

Fief	Hundred	Holder	AC	LQ	HD
SHENAP	Donenel	Sheriff	1640	1.09	134
Adic	Alatar	Adisyn	1900	1.08	39
Suthieg		Bailiff	1320	1.08	27
Tuv		Bailiff	1020	1.07	21
Ciev	Grimruld	B/H	1600	1.05	33
Cilbur	Pomiley	Nildar	1830	1.06	35
Pahn	Ravin	Bailiff	1300	1.07	27
Don	Tarial	Yanar	1850	1.09	36
Ebem	Pomiley	B/H	1620	1.06	33
Cedel		Bailiff	1480	1.05	27
Cezon		Bailiff	1580	1.06	32
Elwesa	Elwesa	B/H	1750	1.07	35
Meina		Bailiff	1250	1.06	26
Thed		Bailiff	1330	1.07	27
Haux	Tenir	B/H	1350	1.08	28
Etoss		Bailiff	1880	1.08	38
Ideb	Donenel	Lydel	1950	1.08	41
Cad		Bailiff	1350	1.09	28
Fimi		Bailiff	1210	1.08	25
Volondel		Bailiff	1470	1.08	29
Kastrin	Tarial	Cimda	1580	1.09	32
Kuth	Ravin	Lydel	1700	1.07	34
Henwe		Bailiff	1530	1.07	31
Monob		B/H	1470	1.06	30
Lunt	Helop	B/H	1820	1.07	37
Pearce	Pomiley	Buandy	1620	1.06	31
Elidar		Bailiff	1400	1.06	29
Pedec	Onier	B/H	1800	1.07	35
Daim		Bailiff	1340	1.07	27
Silerios	Donenel	B/H	1850	1.09	36
Defmir		Bailiff	1420	1.08	29
Haded		Bailiff	1400	1.08	28
Honley		Bailiff	1300	1.08	27
Kleim		Bailiff	1550	1.07	32
Tarial	Tarial	B/H	1750	1.10	37
Kej		Bailiff	1260	1.09	26
Nustane		Bailiff	1330	1.09	27
Then	Alatar	B/H	1700	1.08	35
Bevon		Bailiff	1440	1.07	30
Omir		Bailiff	1640	1.08	35

Sir Clyve's wife, Lady Irys, studied at the Ulama Chantry in her youth and is known for her prescient abilities. The sheriff has occasionally enlisted her aid in solving mysteries that have defied conventional means of investigation. The two of them make a very effective team; it is noteworthy that despite several attempts, the Lia-Kavair has been unable to establish a meaningful presence in Shenap.

THAY [M7] ④ ⚓

Aleta Hundred, Lenedshire, 4,200

Located at the mouth of the Horka River, Thay is the youngest and most independent of Hârn's three freetowns. Melderyni kings have traditionally exerted little control over the town. Because of its origins, Thay has many similarities to Aleath in Kanday. The influence of the Laranian Church pervades the city. The people are pious, clean, and orderly, but music and theater abound. To an outsider, most Thayans are opinionated and self-righteous. Visitors will find that the locals are helpful, but even the slightest transgression of local law or custom can bring a scolding or a call for the watch.

Thayans enjoy street theater; busking musicians and performers are common and are about the only form of social commentary that evades governmental response. A warehouse or large inn will be sometimes be used to host performances. The authorities turn a blind eye for a period of time, expressing their opinion of the show by how quickly they enforce the city's morality statutes.

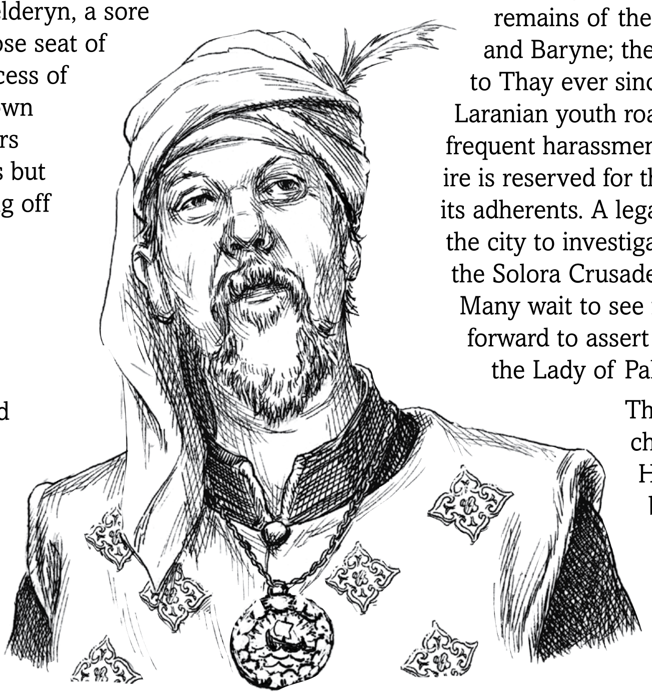
History

The mouth of the Horka River has been settled for more than 500 years, originally under the rule of the earls of Elorin. Thay was founded in 573 on land granted by King Poleryn to refugees from Aleath fleeing the Theocracy of Tekhos. The town has grown to become the largest settlement in mainland Melderyn, a sore point with the earls of Elorin, whose seat of Harden has declined with the success of Thay. In an attack in 705 now known as the Rape of Thay, Ivinian raiders failed to breach the city's defenses but ransacked nearby manors, carrying off many women and much booty.

Government

Thay is a chartered freetown governed by a council of 10 aldermen and a lord mayor. Clan Melesen has held the office of lord mayor since the town's founding. The aldermen are proposed by the local Mangai and approved by the mayor. All serve at the pleasure of the king.

The city is a hallmark of law-abiding peacefulness. The streets are well patrolled by the guild-sponsored companies of the city watch. The office of the lord warden, chief of the city's military, is currently vacant. The low level of civic corruption has resulted in a very weak Lia-Kavair presence in the city.



Lord Mayor Bendas Melesen

Economics

Thay is the dominant economic force in northern Melderyn. The bounty of the river and the sea fills the city's markets. The clay fields of the Horka Valley yield the highest quality clay on Hârn. Thay's position at the end of the Genin Trail has also spurred the growth of the guilds of transport workers who are the unsung engine of the city's economy. The guilds of pilots and seamen are prominent; the ostlers quietly exercise their economic muscle through the aldermanic council and the Mangai Court, as do the wainwrights of the Woodcrafters' Guild. The Miners' and Metalsmiths' Guilds, rich from their mines in the Anadel Highlands, are not shy in demanding respect and concessions from the other guilds.

All Lythian ships bound for Thay are required by law to call first at Cherafir for inspection. Ships are required to produce sealed manifest documents proving that their cargo has been inspected there before it can be off-loaded in Thay.

Religion

The Hârnic primates for the churches of Larani and Peoni reside in Thay. Accordingly, piety is overwhelming and religious observances of those two churches are followed scrupulously.

The Aleathian refugees brought with them the remains of the Laranian saints Perdyn and Baryne; the relics have drawn pilgrims to Thay ever since. Gangs of sanctimonious Laranian youth roam the city; Haleans report frequent harassment but much of the gangs' ire is reserved for the temple of Sarajin and its adherents. A legate from the pontiff is in the city to investigate issues surrounding the Solora Crusade but has taken no action. Many wait to see if the primate steps forward to assert control over the Order of the Lady of Paladins.

Thay is home to the Peonian church's chief temple on Hârn. A leper village run by the Irreproachable Order lies just across the river. The ruined temple, destroyed in 705, has an Ivinian grave site and the ghost of a Peonian priestess; few visit.

WHARO [N10] ①

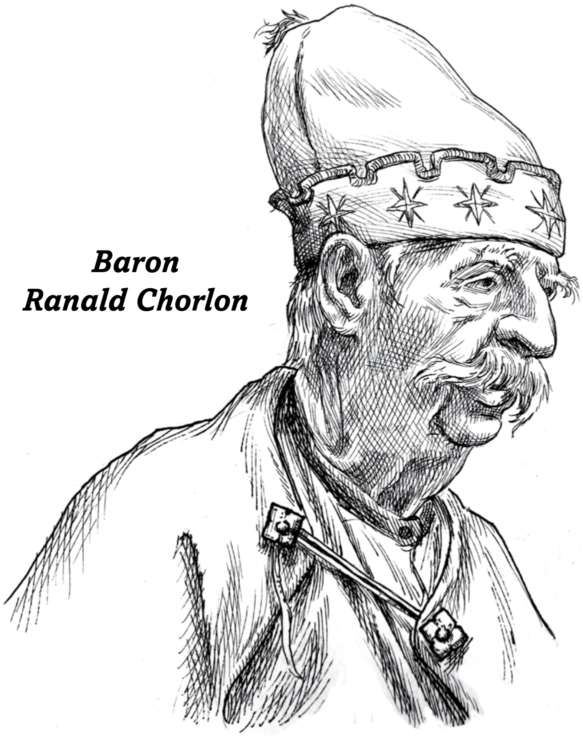
Onier Hundred, Cherfinshire, 485

The barony of Wharo is held by Sir Ranald Chorlon from the Earl of Nurisel. Sir Ranald, 68, is troubled with gout but is proud of his ability to still ride and hunt with consummate skill.

The area around Wharo is rich agricultural land and is famous for a variety of dairy products. Among these, Cherfinshire blue cheese has become quite popular with the nobles and wealthier merchants of Melderyn. Other natural resources include timber from the Nywstol Forest and cut stone from nearby quarries.

The Jarin settled in the region around 1200 BT and built a hillfort on the site of the present keep. During the Five Kingdoms period, Wharo was the secondary settlement of the Kingdom of Datha. The stone keep was built in 356, replacing an earlier wooden structure built in the 1st century BT.

Wharo is also known for its abundance of ghosts and nearly every old building has a ghost story associated with it. While many of these are no doubt simply tall tales invented by the locals, a number of them have some well-established credibility. Although there are many theories offered to explain Wharo's seemingly high spirit population, no one really seems to know how the area became such a nexus of ghostly activity.



Baron Ranald Chorlon

Fief	Hundred	Holder	AC	LQ	HD
WHARO	Onier	Chorlon	1560	1.07	97
Borus	Elwesa	Vindel	1930	1.06	40
Edim		Bailiff	1350	1.07	28
Dedik	Onier	Sawyne	1850	1.06	36
Ebyrn	Onier	Mardela	1650	1.07	34
Geplik	Elwesa	Carudy	1590	1.07	32
Habrtun	Onier	Chorlon	1700	1.07	35
Amaged		Bailiff	1240	1.06	25
Wedsmit		Bailiff	1360	1.07	27
Idlem	Onier	Rydela	1920	1.07	39
List		Bailiff	1410	1.06	27
Jakim	Onier	Jakim	1780	1.07	36
Maltet	Alatar	Hazelane	1880	1.07	38
Alata		Bailiff	1480	1.08	30
Lemos		Bailiff	1390	1.07	28
Ostu	Onier	Chorlon	1850	1.06	37
Hue		Bailiff	1460	1.07	29
Yal		Bailiff	1370	1.07	28
Ovendel	Onier	Chorlon	1800	1.06	35
Pentuw	Onier	Kolady	1740	1.07	35
Denif		Bailiff	1250	1.08	26
Poah	Onier	Walsyne	1600	1.07	31
Sune	Onier	Chorlat	1530	1.08	31
Cichenr		Bailiff	1380	1.07	28
Tyradel	Donenel	Bailiff	1440	1.09	29
Tiryn	Onier	Tiryn	1650	1.07	34
Rilson		Bailiff	1350	1.07	28
Spanin	Onier	Bailiff	1480	1.06	30
Xerlop	Onier	Xerl	1700	1.06	34
Cysen	Nimilel	Bailiff	1530	1.07	32
Zudan	Onier	Zudar	1930	1.08	40
Petrut	Donenel	Bailiff	1450	1.08	30
Sted		Bailiff	1340	1.07	28

Wharo Keep features an extensive pleasure garden, including a large hedge maze, that was the work of Sir Ranald's great aunt, Lady Meyna, who was believed to be a Fyvrian mage. A popular legend says she hid a golden cup somewhere within the garden and left behind numerous riddles as clues to its location. Every year at midsummer, Sir Ranald hosts a well-attended masquerade party and encourages his guests to wander the garden in search of the treasure. While Lady Meyna's legendary chalice, if it truly exists, has thus far eluded discovery, Sir Ranald routinely places small prizes where his delighted guests can find them.

There is a local mystery surrounding an old hermit living in the nearby Nywstol Forest. The hermit, known only as Old Tyk, has often displayed a remarkable knowledge about past events in Wharo, especially those associated with hauntings. He refuses to explain the source of his knowledge but will usually share it with any who bring him a gift of food or coin.

YAEL [N8] ♜ ①

Yaelion Hundred, Birenshire, 305

Fief	Hundred	Holder	AC	LQ	HD
YAEL	Yaelion	Duathane	1850	1.07	61
Beoran	Yaelion	Hynelda	1530	1.07	31
Bilonin	Regonalen	Sagary	1570	1.08	32
Zonun		Bailiff	1350	1.07	28
Evire	Yaelion	Duathane	1550	1.07	31
Fehin	Yaelion	Cyndarty	1600	1.07	33
Himlet	Yaelion	Duathane	1950	1.08	40
Kedic	Regonalen	Kedi	1940	1.07	39
Molon	Yaelion	Duathane	1710	1.07	34
Labret		Bailiff	1240	1.07	25
Pouka	Yaelion	Durgam	1620	1.08	33
Rythik	Yaelion	Pulgazer	1750	1.08	35
Fezy		Bailiff	1420	1.07	30
Saserus	Yaelion	Saser	1730	1.06	35

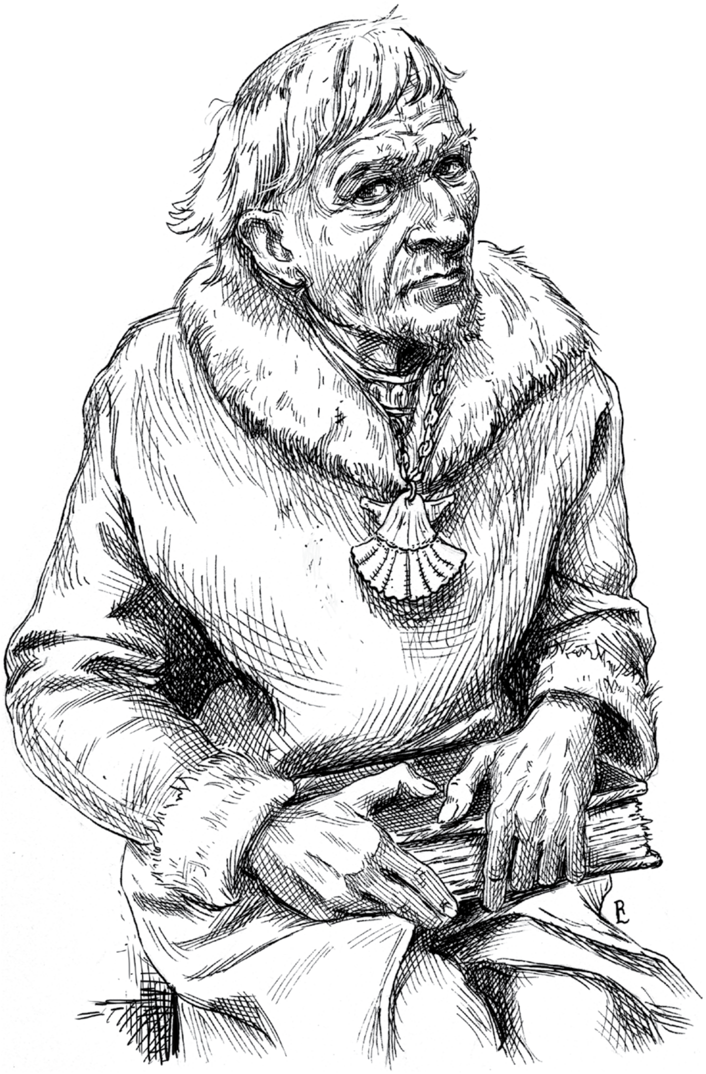
Yael was established in 645 on orders of King Shelir II as an outgrowth of the success of the Nuem settlements. Halat Duathane, the leader of the royal guard and a confidant of the king, was granted the new barony. While Halat viewed the construction for the first time, a total lunar eclipse occurred; considering the event a good omen, he named his new home after Kethira's moon. When Halat died in 659, Clan Duathane named his brother Lanthir as guardian for Etosir, Halat's son. Lanthir reluctantly accepted the position and arranged for Etosir to be knighted and confirmed as baron at the age of 14.

Now 65 and in failing health, Etosir is the longest-reigning baron in Melderyn. Never a good warrior, he is instead known for the host of pages and squires he has trained. Many minor lords in Elorinar owe Etosir for teaching them how to run a manor. Fyrnok, Etosir's eldest son, now handles most of the day-to-day work of running the barony. Like his father, he is more interested in books and agriculture than military glory; as a youth, he spent a number of years at the Fyvrian chantry in Berema.

Although they seldom travel to Cherafir, Etosir and Fyrnok are solid supporters of the king and support him in the political battles with his more northern lords. Etosir tries to stay neutral in matters regarding the Order of the Lady of Paladins, who hold lands nearby. Although he has no love for the Solori tribesmen, the attitude of many knights of the fighting order grates on his nerves. He has said more than once that he wishes both would disappear so that the area could have some peace and quiet.

There is a good beach at Yael and several families make their living fishing in Fehnom Bay. The town is a frequent stop for ships sailing along the coast. Etosir would like to expand the docks and build a bonding house, as he thinks this would divert some trade from Racyn to Yael. His advisers believe this an uncertain proposition at best and are trying to dissuade him.

Although life at Yael revolves around the sea, wool and swine are the primary income producers for its inland manors. Each summer, a few clans at Himlet and Pouka take their sheep to the hilly northwestern part of Yaelion Hundred to graze. The wool from these sheep is of higher quality than found elsewhere in the barony and Lord Etosir would like to expand the flocks and establish a new village in that area. He plans to send men to look for a suitable location this summer.



Baron Etosir Duathane

ZUILOS [M7] ①

Kestran Hundred, Lenedshire, 315

The Shires Edict of 630 made Zuilos the seat of a new barony that was granted to Clan Avonasen, a junior branch of the Avonas of Karveth. The present baron is Mikkyl Avonasen, 56, who inherited the title following the deaths of his two elder brothers when their ship foundered during a storm in the Indatha Straits.

Before being named baron, Mikkyl studied at the Guild of Arcane Lore's chantry in Cherafir; he dismisses rumors that he is a skilled Savoryan as typical court gossip. The baron is unmarried and spends long hours in solitude. He is an avid collector of codices and scrolls and pays handsomely for obscure lore. He frequently receives strange visitors from abroad; his servants whisper that he has been seen speaking to invisible demons.

Zuilos was built during the expansion of the Kingdom of Elorinar. Korob, the first Earl of Elorinar, granted the keep to a knight who supported him during the Migration Wars against the Bujoc. The original tower collapsed in 309, killing 30 people; it was rebuilt in 321.

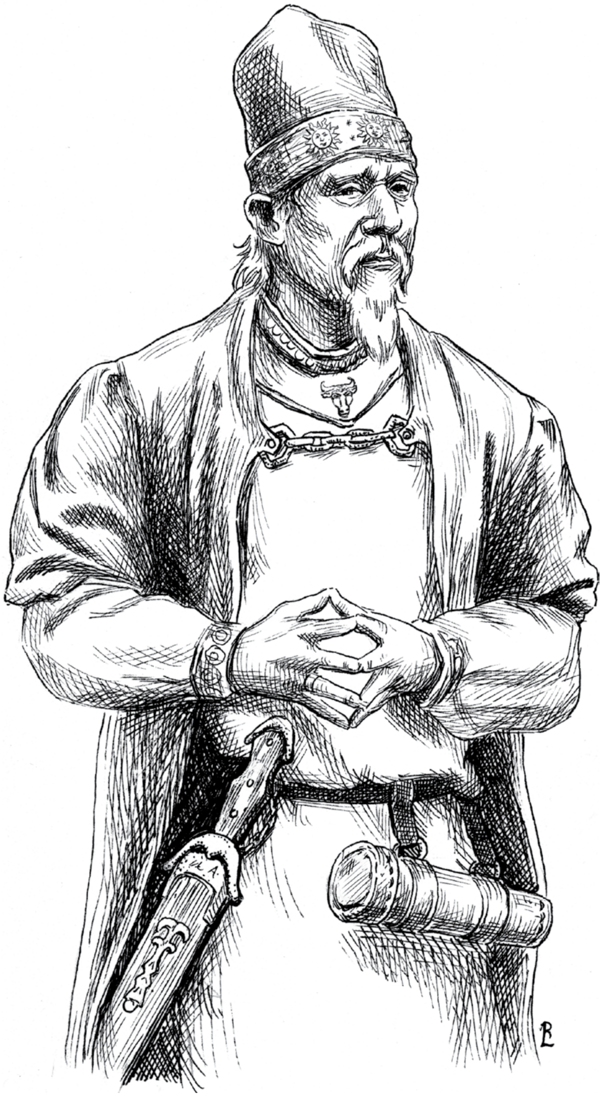
The barony supplements its crops with mackerel, herring, and cod caught along the coast. Most fish not immediately eaten are either dried or pickled with a strong malted vinegar in clay jars from the potters of the Horka River manors. The fishing fleet will occasionally catch a small right whale and tow it to shore for its meat and blubber.

The baron sends an annual gift of pickled fish to the Sheriff of Lened, who the baron views as a boorish, unlettered clod. The sheriff has a great aversion to fish and a seething dislike of Baron Mikkyl. His bailiffs recently arrested some of the baron's serfs for fishing in Lake Fadel, which is on the king's land. The baron claims to have customary rights to fish the lake dating back to the Kingdom of Elorinar and has threatened to bring the matter to the king. The sheriff has thus far refused to yield and the baron is considering outside help to build his case.

The barony exports bright white limestone excavated north of Zuilos and fine gypsum from a mine southwest of Nolic Manor. Sacks of gypsum powder make their way to scribes at chantries and temples throughout the kingdom. Sir Mikkyl keeps a tight rein on commerce and some of his policies don't sit well with the Mangai.

Baron Mikkyl dutifully maintains his feudal obligation to defend against Ivinian and Orbaalese raids but has been heard to mutter that the coin would be better spent on other endeavors.

FIEFS	HUNDRED	HOLDER	AC	LQ	HD
ZUILOS	Kestran	Avonasen	1680	1.05	63
Atdel	Kestran	Avonasen	1420	1.05	28
Flambay	Kestran	Jurgaena	1550	1.04	30
Jeston	Kestran	Quensa	1700	1.05	31
Utwil		Bailiff	1340	1.05	26
Morust	Kestran	Dolarnen	1520	1.04	30
Nejir	Kestran	Stury	1570	1.04	31
Nidir	Kestran	Otuney	1620	1.06	32
Nolic	Kestran	Razibasen	1580	1.05	31
Novakin	Kestran	Vakin	1800	1.05	36
Nuthik	Kestran	Gunayn	1780	1.04	35
Cobeg		Bailiff	1420	1.04	28
Oran	Kestran	Avonasen	1950	1.05	39
Rakmar	Abitar	Bailiff	1550	1.05	30
Pyne	Abitar	Yulst	1720	1.04	34
Aparis		Bailiff	1480	1.04	28
Zuam	Kestran	Avonasen	1490	1.05	27



Baron Mikkyl Avonasen

CHURCH OF LARANI

The kingdom is divided into two bishoprics, one for the mainland and another for the island of Melderyn. Each rekela (bishop) expects the obedience of the clerics in his diocese. Although most of the estates in Eloria are held and administered by the Order of the Spear of Shattered Sorrow, the properties in the Melderyn bishopric are held directly by the Church and their revenues are controlled by the rekela.

The Church's rural abbeys are crucial to its economic welfare. Maintaining the higher dignitaries, their courts, and temple guards is expensive. The urban temples lack lands of their own and depend on the revenues of the country estates. Diligent abbots ensure that hard-working serfs toil to fill the abbeys' coffers and enrich the temples at Cherafir and Thay.

The grain and produce harvested at Belim Abbey and its subordinate manors provide much of this agricultural wealth. The vineyards at Hoget Abbey on Elnar Island are a lucrative source of income for the Church in addition to providing wines for its services and the enjoyment of its clerics. Much of the revenue from the Eloria manors finds its way to support the efforts of the Order of the Lady of Paladins in Solora.

The Rekela of Melderyn's abbey at Tageb is held in high esteem for its choir; the choirmaster is renowned for his beautiful chants, which have caught the ear of the lirrath herself. The library at Jeth holds many treatises penned by ancient saints and scholars and is the envy of other abbeys, including those of Save-K'nor. The master of archives keeps some heretical documents securely locked away for study by those deemed of sufficient spiritual strength.

Recently, an acolyte cleaning a little-used cellar storeroom at Jelim Abbey found what appeared to be an ancient spear shaft. The serolan has proclaimed this to be a piece of the legendary Spear of Shattered Sorrow. The acolyte also claims to have had a vision that revealed the location of the Spear's head in the Anadel highlands; the serolan is planning an expedition to retrieve it. Pilgrims, including knights from the Lady of Paladins, have begun to flock to the abbey to venerate the relic. The rekela is skeptical of these claims but has his eye on the pilgrims' donations.

Rather than being overseen by a bailiff or church official, Quedlor and Jyhmes manors have been granted to noble clans for their service to the Church. Oelarit Wurga, grandfather of the current lord of Jyhmes, was a respected rekela. Clan Quedla has faithfully provided priests and knights to the Church for centuries.

Clima Abbey has recently been plagued by umbathri. Although these creatures rarely attack, their insane babbling has terrorized the priests and chased the villagers from the fields. Attempts to drive the creatures away have failed and the serolan is getting desperate.

Bishopric of Melderyn

FIEF	HUNDRED	HOLDER	AC	LQ	HD
TAGEB	Tarial	Rekela	2320	1.11	52
Belim	Narath	Serolan	2780	1.05	49
Caced		Bailiff	1400	1.04	27
Cegart	Daken	Bailiff	1520	1.04	30
Edhln	Narath	Bailiff	1480	1.05	28
Fecab	Daken	Bailiff	1500	1.04	27
Rolyce		Bailiff	2730	1.05	42
Hoget	Karveria	Serolan	1350	1.03	25
Jeth	Onier	Serolan	1420	1.07	26

Bishopric of Eloria

FIEF	HUNDRED	HOLDER	AC	LQ	HD
RADETH	Aleta	Rekela	2530	1.04	47
Clima	Cuton	Serolan	1510	1.04	28
Dutilo	Jothen	Serolan	1360	1.03	25
Jelim	Gythra	Serolan	1420	1.06	27
Jyhmes	Calamanir	Wurga	1740	1.04	32
Rusel		Bailiff	1550	1.04	28
Kelnop	Vimen	Serolan	1450	1.04	27
Peseh	Cosyumin	Serolan	1860	1.06	36
Quedlor		Quedla	1420	1.06	26
Recha		Bailiff	1370	1.05	25

CHURCH OF PEONI

As in other Hârnic kingdoms, the Peonian Church has temples in many of Melderyn's towns and holds a modest number of manors on lands granted from the king or other nobles. Each is supervised by a pelnala (high priest or abbot). The surplus crops from these manors are used to support the poor and temples with no lands of their own.

Nephel Abbey in the hilly croplands of Ikom Island is prosperous and productive. Its clerics are known for the intelligent and hardy herding dogs they breed. The abbey's scriptorium produces copies of a popular version of the *Letters to the Elorinarians,* a treatise on animal husbandry, agriculture, and other aspects of practical manorial management. The abbey also owns a granite quarry that is operated by a master mason. Under the terms of his license, the mason must first sell to the Church if it has need, at a reduced rate. The new temple at Clord is requiring more of the black-speckled granite than expected, leaving the mason short for his other customers. The abbot suspects the resentful mason is diverting stones meant for Clord.

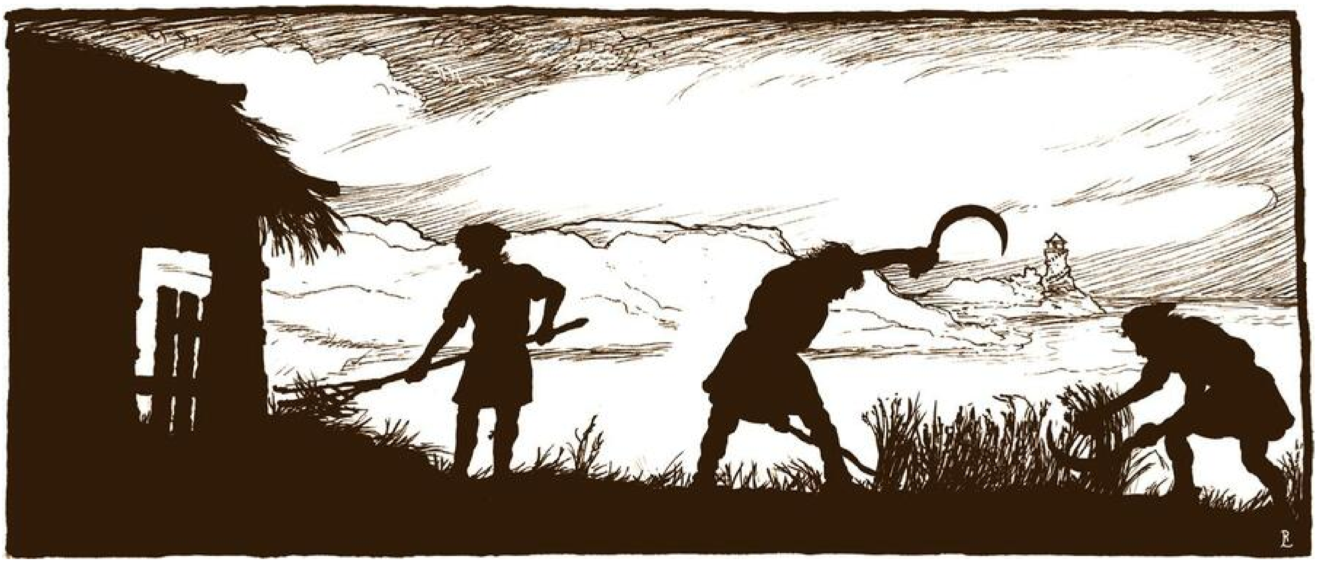
Sarius Abbey on Voril Island in the Indatha Straits is the church's largest holding in Melderyn. Its lands are used to develop new agricultural techniques and to breed new strains of crops, including a rot-resistant variety of rye. Its surplus grain and produce is shipped to Nurisel for distribution. The abbey maintains a beacon on the small island to the east to warn ships of the Banir Rocks. The isolated tower is also used by priests of the Shield of Belsirasin congregation to educate exorcists.

FIEF	HUNDRED	HOLDER	AC	LQ	HD
Clord	Horkand	Pelnala	1320	1.03	24
Heredyn	Delwyn	Pelnala	270	1.04	12
Nephel	Saviran	Pelnala	1060	1.01	20
Sarius	Indatha	Pelnala	1880	1.04	36
Ulmstane	Tenir	Pelnala	1540	1.10	31
Aecelrin		Bailiff	1230	1.09	22

The Irreproachable Order maintains two leper hospitals in Melderyn. The larger of the two is Heredyn, across the Horka River from Thay. Heredyn's original temple was destroyed during the Rape of Thay and the ruin was left as a monument to the lost; its proximity to the leper colony discourages visitors. Since 705, the temple and village have been guarded by meken (common soldiers) from the Lady of Paladins. It is an unpopular posting and is often assigned as a punishment.

Clord Manor was granted to the church in 705 as a gift from the Baron of Moque. A monastery and leper hospital is being constructed to rival that at Heredyn. The mason is building a much grander temple than anyone expected or feels is justified. The ascetic Pelnala Jaremeld is uncomfortable with the lavish structure but dares not risk offending the mason nor their generous patron, the Baron of Moque, who is bearing the entire expense. The baron has so far accepted the rising costs.

Ulmstane Abbey is the only holding of the Order of the Balm of Joy. Pilgrims come to Ulmstane to soak in the abbey's famed curative salt baths. Almost all pilgrims come to the abbey by boat, although some believe Peoni smiles on those who brave the hardships of traveling overland through the Leonese Marshes; the priestesses at the abbey discourage this foolhardy practice. The abbess has petitioned the bishop and the Sheriff of Cherfin to send a party to investigate the recent disappearance of a novice, which villagers around the marshes blame on the "stalker in the night" that has been plaguing the area in recent years.



CHURCH OF SAVE-K’NOR

The Save-K’norian Church wields great influence in Melderyn. It has temples in many large towns, abbeys to educate its clergy, and manors to provide revenue for its coffers. The Church holds more lands in Melderyn than in any other Hârnic realm. These estates are held by ibarti (high deacons) of the Order of the Hyn-Aelori, although most of the manors are overseen by bailiffs. The primate’s agents, known as the maecor, scrutinize the work of these bailiffs to ensure the manors are run honestly and efficiently.

Hârn’s oldest Save-K’norian temple was established at Cherafir centuries ago by a disciple of Daemar, the founder of the Order of the Shea-al-Aecor. The elderly disciple had traveled to the Misty Isle to study the mysteries of the Earthmasters but the sea voyage took its toll on his health. He was unable to continue the rugged journey and his bitter tears of regret formed the sacred pool that stands in the temple to this day. The temple is now the seat of the Hârnic primacy and headquarters of the Shea-al-Aecor.

Vil Abbey was founded by St. Galpras, a revered scholar and explorer. Pilgrims visit to perform ablutions with water from its holy spring, study in its extensive library, marvel at the inscriptions carved in its walls, and reflect on the “Six Sages,” a nearby stone circle.

The Order of Rydequelyn maintains an academy at Juz Abbey that is dedicated to “The Teachers,” Yerit and Ilyasha, the patrons of the performing arts. Jesters in many of Hârn’s noble courts have secretly trained here and serve as the eyes and ears of the Church’s leaders.

Fief	Hundred	Holder	AC	LQ	HD
Evont	Gythra	Ibarti	1580	1.06	30
Juz	Meniona	Ibarti	1700	1.05	32
Haux		Bailiff	1430	1.05	27
Kenek	Ikonli	Ibarti	1830	1.00	35
Chesel		Bailiff	1420	0.99	26
Rudwyn		Bailiff	1200	0.99	22
Strout		Bailiff	1390	1.00	27
Nilam	Kanir	Ibarti	1900	1.11	38
Quist	Elwesa	Ibarti	1750	1.07	34
Ikeas		Bailiff	1480	1.07	28
Ros		Bailiff	1510	1.06	27
Trellid	Atressa	Ibarti	1830	1.07	38
Vil	Ambris	Ibarti	1980	1.04	36
Aketh		Bailiff	1460	1.03	26
Wostym	Bredan	Ibarti	1570	1.06	31
Cegh		Bailiff	1460	1.06	27

The peaceful grounds of secluded Trellid Abbey serve as a place of meditation and meeting for the Shea-al-Aecor and their honored guests. The complex houses a hidden library of knowledge carefully guarded by the order. An underground vault holds a *Pelenra,* an esoteric artifact used to transmit words and thoughts over great distances; the order uses it to communicate with its agents throughout Hârn and Lythia.

Nilam Abbey, located near the mysterious Rekene maze on Glenoth Island, is renowned for producing beautifully illuminated “death-riddle” scrolls for families of the departed faithful. The abbey also serves as an academy of cryptographic studies; codes and ciphers are developed and sold to wealthy merchants and powerful nobles. Within the Church, Nilam is known for nurturing the talents of the psionically gifted.

The following is an alphabetical list of all settlements on the Melderyn maps. To obtain specific political and economic data, find the settlement in the left column, note the name of its corresponding major settlement, and then refer to the subinfeudated list on the page for that major settlement.

NORTH

Abery	CUPETH
Abery	MOQUE
Abet	GYTHRUN
Absem	MENIO
Acelir	JOTHET
Acemior	MENIO
Acombey	COSYUH
Adeck	RAMERE
Adek	LYF
Adine	PARIOS
Adinop	CHYREFAL
Akcid	PARNAM
Akenon	COSYUH
Akinop	HARDEN
Alfon	COSYUH
Alpon	LAKET
Andrem	COSYUH
Anilort	LAKET
Anire	RACYN
Ankry	MENIO
Aparis	ZUILOS
Arel	CHYREFAL
Astash	MENIO
Atdel	ZUILOS
Auzuh	HARDEN
Avenzy	HARDEN
Axoac	HUVOS
Baerdsli	MOQUE
Balen	MENIO
Baray	CHYREFAL
Baruz	HUVOS
Bendaled	CHYREFAL
Benire	ONTUR
Benoc	PARNAM
Beoran	YAEL
Berbige	COSYUH
Bernim	LAKET
Bethel	HUVOS
Bex	LAKET
Bilar	ONTUR
Bilonin	YAEL
Bohden	RACYN
Bonepon	CUNDRAS
Breden	COSYUH
Brynd	RACYN
Bunasust	RACYN
Burnoac	JOTHET
Byce	CHYREFAL
Cabes	MOQUE
Calanir	RACYN
Calizup	RAMERE
Calsik	PARNAM
Calsit	LYF
Caremar	CUPETH
Casefa	MENIO
Cata	RAMERE
Catik	ONTUR
Cedge	LYF
Cehbeth	MENIO
Celim	CHYREFAL
Cepow	HARDEN
Cerinor	CUPETH
Chalce	CHYREFAL
Chertch	HARDEN
Chesel	SAVE-K'NOR
Cholar	RAMERE
Claig	PARNAM
Clece	GYTHRUN
Clima	LARANI
Clord	PEONI
Clynd	GYTHRUN
Cobeg	ZUILOS
Colum	PARIOS
Cronil	RACYN
Cudy	HARDEN
Custor	HUVOS
Cyen	HUVOS
Dalek	LYF
Dalktin	ONTUR
Dalshel	PARNAM
Damious	LYF
Darycst	MOQUE
Defonim	CUPETH
Degan	CUNDRAS
Dehnire	RACYN
Dejoric	GYTHRUN
Depsut	PARIOS
Dessil	PARNAM
Dijew	HARDEN
Din	GYTHRUN
Dithban	RAMERE
Dolori	CHYREFAL
Dolori	HUVOS
Domelder	CHYREFAL
Dostnos	LYF
Dundy	GYTHRUN
Durrie	CHYREFAL
Dutilo	LARANI
Ebern	HUVOS
Edemar	ONTUR
Edgen	RACYN
Edital	JOTHET
Edran	CUNDRAS
Efenot	CUNDRAS
Egxus	HARDEN
Enom	PARNAM
Esalain	GYTHRUN
Evire	YAEL
Evont	SAVE-K'NOR
Fabro	COSYUH
Fafer	LAKET
Fec	RAMERE
Fedest	FOSUMO
Fedique	CUPETH
Fehin	YAEL
Fehnon	LAKET
Fekop	HUVOS
Felem	HUVOS
Felinor	RAMERE
Felp	RAMERE
Fenak	HARDEN
Fernis	PARNAM
Feven	GYTHRUN
Fezy	YAEL
Filik	CUPETH
Fimoryn	RAMERE
Fisen	HARDEN
Flacst	MENIO
Flambay	ZUILOS
Flamberge	CHYREFAL
Flaru	HARDEN
Fraltsind	PARNAM
Fulton	MOQUE
Furnath	CHYREFAL
Fust	JOTHET
Gayn	MENIO
Gebundy	HARDEN
Gejim	GYTHRUN
Gelt	LAKET
Gerbila	MENIO
Gesost	JOTHET
Gethos	HARDEN
Geved	HARDEN
Gevse	HARDEN
Gexel	CHYREFAL
Gexel	MENIO
Gravin	HARDEN
Grevel	GYTHRUN
Greyoac	ONTUR
Grinen	RACYN
Grovem	RACYN
Gute	ONTUR
Guzed	MENIO
Gybson	MOQUE
Haberan	FOSUMO
Haplon	LYF
Hastut	COSYUH
Haux	SAVE-K'NOR
Haxolon	GYTHRUN
Hefric	JOTHET
Hekra	ONTUR
Helfyr	RAMERE
Helic	GYTHRUN
Hemet	HUVOS
Hemfey	HUVOS
Hemlik	LAKET
Henis	GYTHRUN
Hep	RACYN
Heredyn	PEONI
Heris	HUVOS
Hifa	CHYREFAL
Higen	HARDEN
Hilanic	PARNAM
Himlet	YAEL
Himost	HARDEN
Hinden	LAKET
Hinip	LAKET
Hir	HUVOS
Hjuruth	COSYUH
Holen	HARDEN
Hossel	RACYN
Hosut	HARDEN
Huxley	CHYREFAL
Idke	COSYUH
Ignor	JOTHET
Ilknor	GYTHRUN
Imil	CUNDRAS
Imolik	PARNAM
Inemon	RAMERE
Inorm	CHYREFAL
Iswend	ONTUR
Jabern	RACYN
Jabren	JOTHET
Jadic	PARNAM
Jalis	LAKET
Jamer	RACYN
Japot	CHYREFAL
Jastere	HUVOS
Javkus	LAKET
Jedel	PARNAM
Jelim	LARANI
Jelstad	ONTUR
Jeston	ZUILOS
Jitup	CUPETH
Josus	RAMERE
Jutesust	LAKET
Juz	SAVE-K'NOR
Jyhmes	LARANI
Kalec	CUPETH
Kaleh	LAKET
Kally	CHYREFAL
Kanam	MOQUE
Kedic	YAEL
Kelime	RACYN

Kelnop	LARANI
Kenek	SAVE-K'NOR
Kiged	RAMERE
Kihdset	JOTHET
Kilne	GYTHRUN
Kilom	PARNAM
Kilon	GYTHRUN
Knite	COSYUH
Kobus	RACYN
Kolifen	RAMERE
Labret	YAEL
Lavenire	JOTHET
Leber	CUPETH
Ledium	PARIOS
Lefoxe	HARDEN
Lichten	RACYN
Liken	HUVOS
Lorik	CHYREFAL
Lunt	HARDEN
Luvenge	GYTHRUN
Lyb	MOQUE
Lydi	CHYREFAL
Lydi	MOQUE
Lynsos	HARDEN
Lytren	HUVOS
Manis	JOTHET
Marb	RACYN
Maryel	CHYREFAL
Matle	RAMERE
Melinda	ONTUR
Menicar	LAKET
Mihem	JOTHET
Miketos	LAKET
Miknit	GYTHRUN
Miled	JOTHET
Milonak	HARDEN
Minarsus	HUVOS
Minut	LAKET
Molon	YAEL
Monik	COSYUH
Monlik	PARNAM
Moro	CHYREFAL
Morust	ZUILOS
Muvege	PARNAM
Nadar	CUPETH
Narhir	ONTUR
Nehra	COSYUH
Nejir	ZUILOS
Newusk	JOTHET
Nidir	ZUILOS
Nolan	HARDEN
Nolic	ZUILOS
Nomishen	PARNAM
Nonpec	JOTHET
Nopnar	LYF
Novakin	ZUILOS
Nubiad	CUNDRAS
Nustane	MENIO
Nuthik	ZUILOS
Nyrith	ONTUR
Obur	HARDEN
Omeck	GYTHRUN
Onefer	CUNDRAS
Onert	HARDEN
Onifa	RACYN
Onihel	JOTHET
Opus	LAKET
Oran	ZUILOS
Ordel	CHYREFAL
Orianet	HARDEN
Oslef	LAKET
Paclur	MENIO
Paledan	HARDEN
Papore	LYF
Patersan	ONTUR
Peasex	PARNAM
Pelenire	MOQUE
Perter	LAKET
Peseh	LARANI
Pezin	LAKET
Pigna	JOTHET
Piquce	CHYREFAL
Pokin	RAMERE
Polef	CHYREFAL
Ponac	COSYUH
Ponide	FOSUMO
Portnob	JOTHET
Posnar	CUPETH
Postuk	FOSUMO
Posuth	RAMERE
Pouka	YAEL
Prace	GYTHRUN
Pregis	HARDEN
Prostnol	JOTHET
Prosuzan	CUNDRAS
Puras	FOSUMO
Purque	RACYN
Pyne	ZUILOS
Quafir	MENIO
Quast	RACYN
Qued	FOSUMO
Quedlor	LARANI
Quesos	JOTHET
Quewen	HARDEN
Quinet	HARDNEN
Quirek	GYTHRUN
Quivril	RAMERE
Rabint	MOQUE
Radeth	LARANI
Raewol	HARDEN
Rafeld	CHYREFAL
Rakmar	ZUILOS
Ramni	HARDEN
Recha	LARANI
Redced	GYTHRUN
Relhend	RACYN
Renith	COSYUH
Rhyced	GYTHRUN
Rhylon	FOSUMO
Rhyt	COSYUH
Rolona	GYTHRUN
Ronal	CHYREFAL
Roque	RACYN
Rosun	COSYUH
Rudwyn	SAVE-K'NOR
Rusel	LARANI
Rute	CUNDRAS
Ruthar	ONTUR
Rynlan	LYF
Rythik	YAEL
Ryvila	PARNAM
Salikum	JOTHET
Saserus	YAEL
Scade	CUPETH
Scaed	CHYREFAL
Sean	CUPETH
Seay	CHYREFAL
Seltin	HUVOS
Sepire	CHYREFAL
Seques	JOTHET
Sheda	MOQUE
Shelm	GYTHRUN
Shename	RACYN
Shinoth	HUVOS
Shomner	RACYN
Shomot	GYTHRUN
Shreve	CUPETH
Shuvur	HARDEN
Skon	COSYUH
Skune	HARDEN
Skune	ONTUR
Solade	CUNDRAS
Sonimy	LAKET
Soquses	CUNDRAS
Sosim	JOTHET
Sranze	COSYUH
Stakot	CUPETH
Stedoz	MOQUE
Stenoth	HUVOS
Stopmor	JOTHET
Stost	MENIO
Strout	SAVE-K'NOR
Stuhit	HARDEN
Stuzil	CUPETH
Sumakor	GYTHRUN
Tabo	LYF
Tardus	LYF
Telza	RACYN
Tence	CUPETH
Tepras	MOQUE
Tesar	PARIOS
Thased	MENIO
Thex	HARDEN
Thex	RACYN
They	MENIO
Thonir	MOQUE
Thume	HUVOS
Tilede	COSYUH
Tolant	GYTHRUN
Tonil	PARIOS
Tonot	CHYREFAL
Tor	RACYN
Tost	CUNDRAS
Towley	CHYREFAL
Trinal	GYTHRUN
Trinmil	LYF
Tucix	RACYN
Tusop	GYTHRUN
Tustux	RACYN
Tyan	RACYN
Tyndera	CHYREFAL
Tyve	CHYREFAL
Ukult	RAMERE
Usp	GYTHRUN
Usted	HUVOS
Utmos	PARNAM
Utwil	ZUILOS
Vabeth	CUNDRAS
Vavirt	ONTUR
Velin	JOTHET
Versos	CUPETH
Volandel	CHYREFAL
Vomilost	PARNAM
Vusry	GYTHRUN
Warnar	CHYREFAL
Wedhyme	CUPETH
Wend	MENIO
Weslez	HARDEN
Whitebed	RACYN
Womin	GYTHRUN
Worut	RACYN
Wurique	LAKET
Wuron	RACYN
Wust	GYTHRUN
Wutsust	COSYUH
Xeda	HARDEN
Xennos	CHYREFAL
Xenotus	HARDEN
Xerim	HARDEN
Xojem	HARDEN
Yars	RACYN
Yeged	CHYREFAL
Yoledsin	LAKET
Zacfroth	COSYUH
Zanas	HARDEN
Zano	MENIO
Zihdut	CUPETH
Zonun	YAEL
Zuam	ZUILOS
Zubeny	HARDEN
Zulos	ONTUR
Zuson	PARIOS

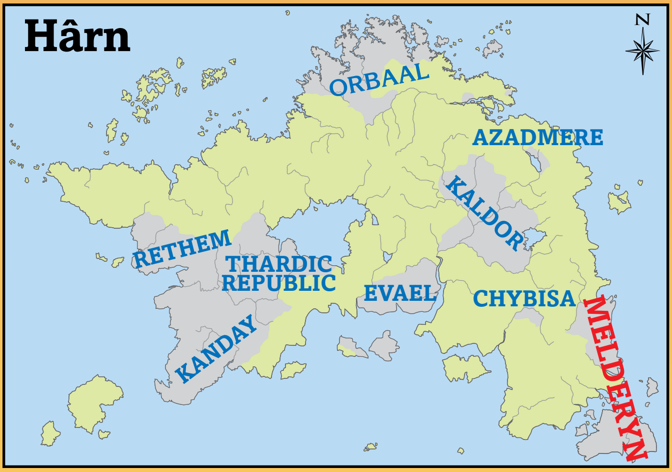
SOUTH

Abdel	GOSUS
Abeh	KARVETH
Acle	CHERAFIR
Adean	KARVETH
Adic	SHENAP
Aecelrin	PEONI
Afur	KARVETH
Ajmeth	JETUST
Aketh	SAVE-K'NOR
Akper	JETUST
Alata	WHARO
Alcid	GOSUS
Amaged	WHARO
Amnar	GOSUS
Anar	CHERAFIR
Andbale	NURISEL
Anfalx	CHERAFIR
Angirt	JETUST
Anres	KARVETH
Atheb	NURISEL
Athel	KARVETH
Avdeh	GOSUS
Avory	NURISEL
Azbar	CHERAFIR
Azruth	KARVETH
Bebic	KARVETH
Bedrym	NURISEL
Befinog	KARVETH
Befix	NURISEL
Behil	KARVETH
Behj	KARVETH
Belim	LARANI
Beljaren	NURISEL
Beor	GOSUS
Berh	KARVETH
Bevon	SHENAP
Bidow	NURISEL
Bilo	CHERAFIR
Bimon	GLENOTH
Bojef	CHERAFIR
Bofwape	CHERAFIR
Borus	WHARO
Brin	CHERAFIR
Caced	LARANI
Cad	SHENAP
Calek	GOSUS
Caleme	CHERAFIR
Calen	CHERAFIR
Calim	KARVETH
Canade	GOSUS
Canof	CHERAFIR
Cauy	KARVETH
Cedab	GLENOTH
Cedel	SHENAP
Cedige	JETUST
Cefeg	KARVETH
Cegart	LARANI
Cegh	SAVE-K'NOR
Cegid	NURISEL
Cestor	JETUST
Cesust	NURISEL
Cesut	CHERAFIR
Cewsur	JETUST
Cezon	SHENAP
Cichenr	WHARO
Ciev	SHENAP
Cilbur	SHENAP
Copec	GOSUS
Coumen	CHERAFIR
Cysen	WHARO
Dacek	JETUST
Dafot	KARVETH
Daim	SHENAP
Dako	KARVETH
Danang	CHERAFIR
Decoquen	KARVETH
Dedik	WHARO
Defil	GOSUS
Defmir	SHENAP
Deful	KARVETH
Degik	KARVETH
Deh	KARVETH
Dekeh	NURISEL
Denif	WHARO
Derym	JETUST
Detho	JETUST
Detus	KARVETH
Din	GLENOTH
Dirth	CHERAFIR
Distot	CHERAFIR
Don	SHENAP
Douny	GOSUS
Dunost	GOSUS
Duts	CHERAFIR
Dynain	JETUST
Ebem	SHENAP
Ebyrn	WHARO
Edan	CHERAFIR
Edhln	LARANI
Edim	NURISEL
Edim	WHARO
Edisdu	JETUST
Efsuz	CHERAFIR
Elidar	SHENAP
Elwesa	SHENAP
Emone	GOSUS
Enow	NURISEL
Erwurd	CHERAFIR
Eson	GOSUS
Etoss	SHENAP
Favian	KARVETH
Fecab	LARANI
Feced	GOSUS
Feg	JETUST
Fenop	GLENOTH
Fepos	GOSUS
Fetud	CHERAFIR
Fifen	KARVETH
Figop	JETUST
Fimi	SHENAP
Fithom	NURISEL
Fituz	KARVETH
Foun	GOSUS
Fusor	KARVETH
Gacmip	GOSUS
Galven	CHERAFIR
Galven	GOSUS
Ganden	CHERAFIR
Gedel	CHERAFIR
Geplik	WHARO
Geflin	GOSUS
Gelinor	CHERAFIR
Genhef	GOSUS
Geortir	CHERAFIR
Gexel	GOSUS
Giheth	CHERAFIR
Gistuw	KARVETH
Godfrey	GOSUS
Gohstuz	CHERAFIR
Gonup	NURISEL
Gopst	NURISEL
Grabe	CHERAFIR
Guitny	NURISEL
Gunip	KARVETH
Gustox	GLENOTH
Habrtun	WHARO
Haded	SHENAP
Harnik	CHERAFIR
Haux	SHENAP
Heckost	JETUST
Hed	NURISEL
Hediln	CHERAFIR
Hefac	CHERAFIR
Hegab	KARVETH
Hekip	JETUST
Helmnor	CHERAFIR
Hempes	NURISEL
Henin	KARVETH
Henwe	SHENAP
Hepr	CHERAFIR
Hiceg	NURISEL
Hiden	CHERAFIR
Hidus	JETUST
Hieath	CHERAFIR
Hifop	JETUST
Hiken	CHERAFIR
Hiplug	CHERAFIR
Hoget	LARANI
Honike	JETUST
Honley	SHENAP
Hosop	GLENOTH
Hosu	NURISEL
Hosuz	JETUST
Hotsus	KARVETH
Hubest	KARVETH
Hue	WHARO
Ideb	SHENAP
Idlem	WHARO
Ikeas	SAVE-K'NOR
Iklom	GOSUS
Ilad	KARVETH
Inalium	CHERAFIR
Jakim	WHARO
Janed	NURISEL
Jeda	GLENOTH
Jedme	JETUST
Jemshur	CHERAFIR
Jenor	CHERAFIR
Jeth	LARANI
Jilbeh	CHERAFIR
Jin	GOSUS
Jobar	CHERAFIR
Jobob	CHERAFIR
Jokig	KARVETH
Jokis	KARVETH
Juz	JETUST
Kadep	JETUST
Kally	KARVETH
Kastrin	SHENAP
Kathane	KARVETH
Kej	SHENAP
Kibeth	JETUST
Kifo	NURISEL
Kigeh	CHERAFIR
Kilni	KARVETH
Kimon	NURISEL
Kinar	CHERAFIR
Kinis	CHERAFIR
Kisl	GLENOTH
Kleim	SHENAP
Klunpos	CHERAFIR
Kolimp	CHERAFIR
Kolro	GOSUS
Kom	CHERAFIR
Konik	KARVETH
Korinop	GOSUS
Koron	GOSUS
Kuth	SHENAP
Kylnom	JETUST
Ladinir	GOSUS
Lagin	CHERAFIR
Lak	GOSUS
Larner	CHERAFIR
Ledan	GLENOTH
Lemos	CHERAFIR
Lemos	WHARO
Lethwir	CHERAFIR
Lidef	CHERAFIR
List	WHARO
Lixinor	KARVETH
Lon	KARVETH

Lunt	KARVETH
Lunt	SHENAP
Lykim	GLENOTH
Maden	NURISEL
Mahn	CHERAFIR
Maltet	WHARO
Medira	JETUST
Meina	SHENAP
Meinar	GOSUS
Mekmos	CHERAFIR
Meldun	CHERAFIR
Meldun	KARVETH
Mipor	GLENOTH
Moltin	GOSUS
Monob	SHENAP
Montre	GOSUS
Mopuz	CHERAFIR
Mornon	JETUST
Mosikem	NURISEL
Nadek	KARVETH
Namelia	CHERAFIR
Nenda	NURISEL
Nenna	CHERAFIR
Nephel	PEONI
Nilam	SAVE-K’NOR
Nire	CHERAFIR
Nivon	KARVETH
Nogik	NURISEL
Nom	CHERAFIR
Nomadyk	GOSUS
Nomina	KARVETH
Noru	GOSUS
Norw	CHERAFIR
Not	GOSUS
Nustane	SHENAP
Nutim	CHERAFIR
Nyan	GOSUS
Olain	KARVETH
Ollash	CHERAFIR
Ollash	KARVETH
Omir	SHENAP
Oniek	CHERAFIR
Onilec	GLENOTH
Opedes	CHERAFIR
Opefith	NURISEL
Ostu	WHARO
Ovendel	WHARO
Pahn	SHENAP
Palinor	NURISEL
Pamed	GOSUS
Paren	KARVETH
Pearce	SHENAP
Peced	GOSUS
Pedec	SHENAP
Pefed	GLENOTH
Pelinam	JETUST
Pentuw	WHARO
Petrut	WHARO
Petus	KARVETH
Pif	KARVETH
Pife	NURISEL
Pikem	JETUST
Pilt	CHERAFIR
Pirl	GOSUS
Pnok	GOSUS
Poah	WHARO
Portira	CHERAFIR
Posuni	CHERAFIR
Pozut	JETUST
Preon	GOSUS
Punot	CHERAFIR
Putec	NURISEL
Quane	CHERAFIR
Quebor	CHERAFIR
Queditane	CHERAFIR
Quejim	NURISEL
Quige	JETUST
Quimor	KARVETH
Quina	JETUST
Quist	SAVE-K’NOR
Quom	CHERAFIR
Quostux	JETUST
Qurip	CHERAFIR
Radeh	KARVETH
Reginol	CHERAFIR
Renom	GOSUS
Restux	JETUST
Richa	GOSUS
Ridan	CHERAFIR
Rifnor	CHERAFIR
Rigem	CHERAFIR
Rilson	WHARO
Rolifeg	KARVETH
Rolyce	LARANI
Roneh	KARVETH
Roput	CHERAFIR
Ros	SAVE-K’NOR
Roxyn	GLENOTH
Ruw	CHERAFIR
Salnar	CHERAFIR
Sanric	JETUST
Sarius	PEONI
Sefipod	CHERAFIR
Selic	NURISEL
Serpan	JETUST
Shebra	CHERAFIR
Shox	NURISEL
Silerios	SHENAP
Siquon	NURISEL
Skaist	KARVETH
Sonil	NURISEL
Sonrih	NURISEL
Spanin	WHARO
Splanix	GOSUS
Spout	JETUST
Sted	KARVETH
Sted	WHARO
Stognim	KARVETH
Stona	JETUST
Stune	NURISEL
Sturt	CHERAFIR
Stuts	GLENOTH
Subin	GLENOTH
Sune	WHARO
Surel	NURISEL
Suthieg	SHENAP
Sutine	KARVETH
Swune	CHERAFIR
Tageb	LARANI
Tah	CHERAFIR
Tarial	SHENAP
Telimon	CHERAFIR
Tenir	CHERAFIR
Ternua	KARVETH
Teslisa	CHERAFIR
Thed	SHENAP
Then	SHENAP
Thip	NURISEL
Tifenim	KARVETH
Tiryn	WHARO
Tocade	CHERAFIR
Tol	GOSUS
Tonot	NURISEL
Tost	KARVETH
Tregus	NURISEL
Trellid	SAVE-K’NOR
Troul	KARVETH
Truse	JETUST
Tunip	CHERAFIR
Tunowuv	GLENOTH
Tupron	CHERAFIR
Tuson	GOSUS
Tutex	KARVETH
Tuth	GOSUS
Tuv	SHENAP
Tuxa	GOSUS
Tuz	KARVETH
Tuzor	KARVETH
Twimet	NURISEL
Tyfeles	NURISEL
Tyradel	WHARO
Tyship	CHERAFIR
Uldien	GOSUS
Ulmstane	PEONI
Urveve	JETUST
Usk	NURISEL
Vabar	GLENOTH
Vehge	CHERAFIR
Vehn	CHERAFIR
Videg	JETUST
Vil	SAVE-K’NOR
Visern	KARVETH
Volondel	SHENAP
Vuba	NURISEL
Vuthim	CHERAFIR
Vutil	KARVETH
Vutse	CHERAFIR
Wab	CHERAFIR
Wedsmit	WHARO
Widel	JETUST
Wostym	SAVE-K’NOR
Wusa	KARVETH
Wusped	CHERAFIR
Wust	GOSUS
Wutor	KARVETH
Wuv	KARVETH
Wyged	GLENOTH
Wynere	CHERAFIR
Xena	KARVETH
Xendume	CHERAFIR
Xerl	GOSUS
Xerlop	WHARO
Yal	KARVETH
Yal	WHARO
Yarlan	NURISEL
Yarstux	CHERAFIR
Yenot	CHERAFIR
Yonne	KARVETH
Zaben	JETUST
Zara	CHERAFIR
Zoger	KARVETH
Zowur	NURISEL
Zud	CHERAFIR
Zudan	WHARO
Zudani	GLENOTH
Zuen	CHERAFIR
Zuh	CHERAFIR
Zulan	KARVETH
Zuthik	NURISEL
Zuworal	CHERAFIR

MELDERYN

KINGDOM MODULE



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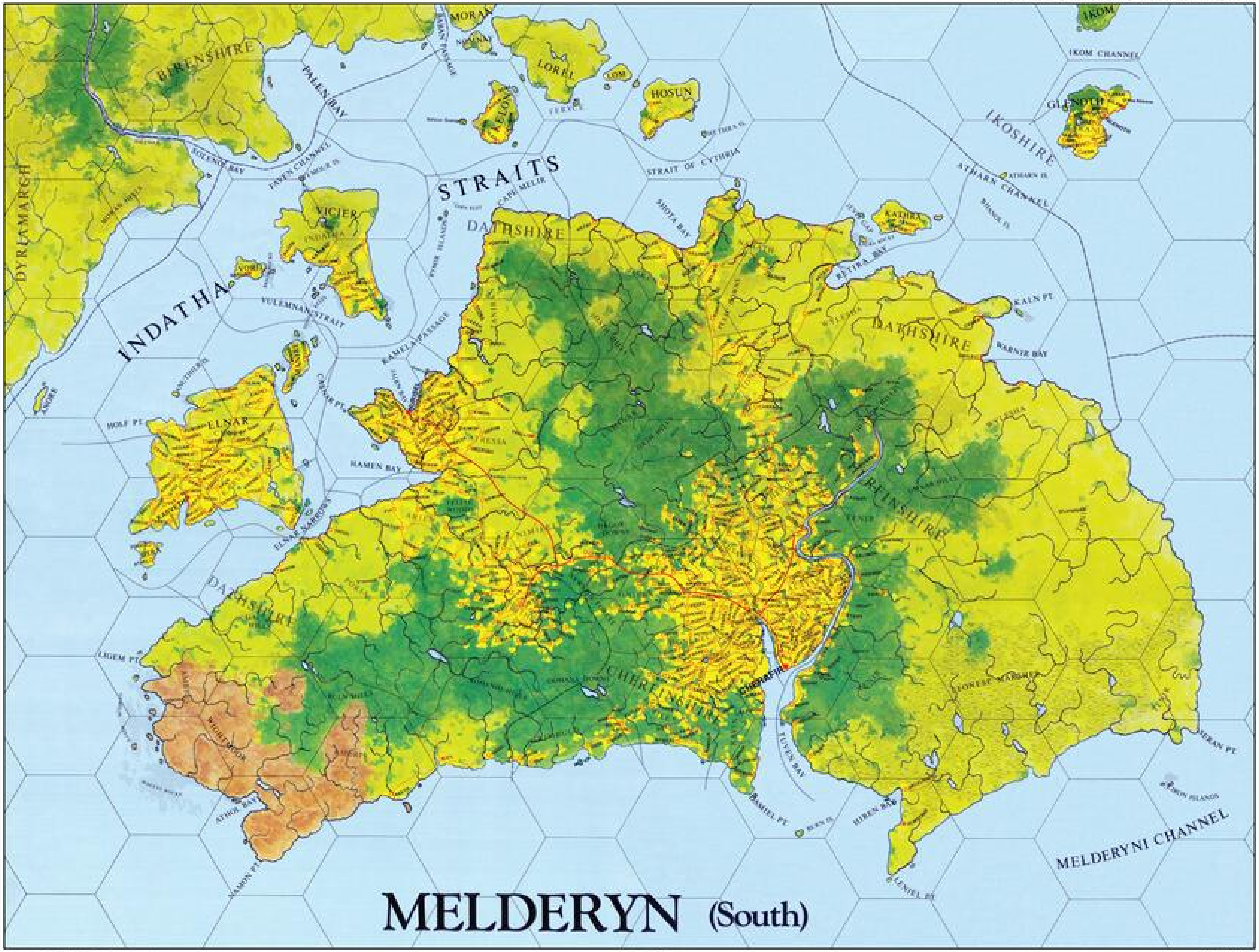
Melderyn, Hârn's oldest human kingdom, is named for the island off the southeast coast of Hârn on which it was founded. The many strange goings-on and mystical persons attributed to the island, which is commonly called "The Wizards' Isle," have given the realm a reputation as a place of mystery and enchantment.

Melderyn is an exciting kingdom for your Hârn campaign. The kingdom is the gateway for trade and travel between Hârn and the realms of the Lythian continent. Three barbarian tribal nations inhabit lands claimed by Melderyn: the reclusive Bujoc, horse-breeding Hodiri, and primitive Solori. Nomadic gargun (Hârnic orcs) prowl the northern reaches of the realm.

Melderyn's King Chunel Toron is advised by a secret assembly of scholars, wizards, and priests called the Council of Eleven. Although Melderyn's kings have traditionally used diplomacy to achieve their ends and no Melderyni king has fielded an army on Hârn, its history is not without violence. The kingdom has suffered attacks by foreigners, including two viking raids by Ivinian pirates in the last 15 years. Melderyni knights and adventurers have carved out petty kingdoms and joined causes that stained Hârn with blood, including the crusade currently being waged by the Laranian Order of the Lady of Paladins against the Solori tribes.

The *Kingdom of Melderyn* module is supplemented by other Columbia Games publications, including keeps, castles, and adventure sites. The political, religious, and esoteric factions active in Melderyn provide a variety of opportunities for adventure.

One Hex = 5 Hârnic leagues (approx. 12.5 miles or 20 km)

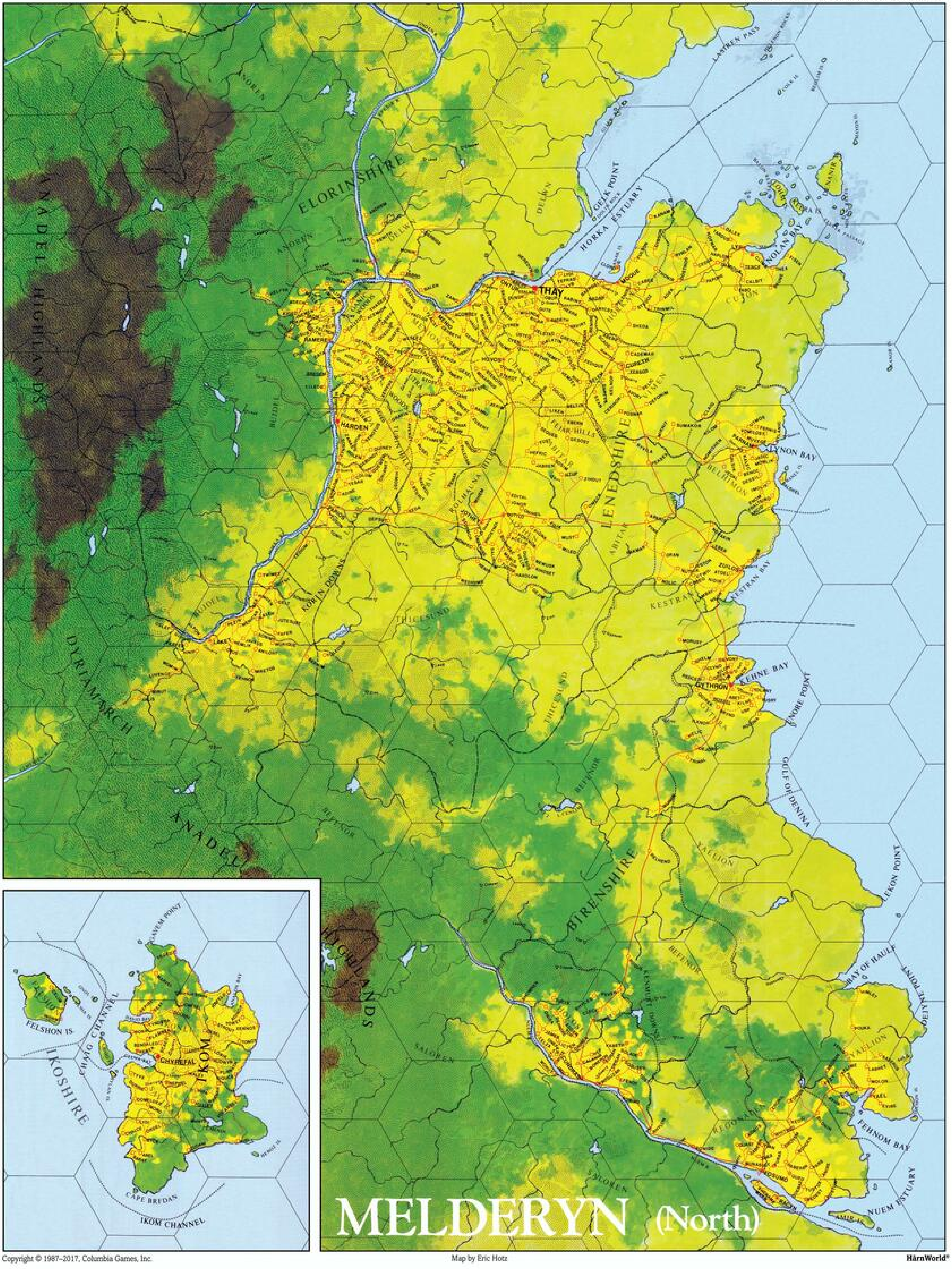


MORAN
BIRENSHIRE
PALEN BAY
LOREL
HOSUN
IKOM
IKOM CHANNEL
GLENOTH
IKOSHIRE
STRAITS
STRAIT OF CYTHRIA
ATHARN CHANNEL
VICIER
DAHSHIRE
DYRIAMARCH
INDATHA
VULEMNAN STRAIT
KAMELA PASSAGE
SHOTA BAY
KATHRY
KALN PT.
WARNIR BAY
WOLF PT.
ELNAR
HAMEN BAY
CHERENSHIRE
LIGEM PT.
ATHOL BAY
NAMON PT.
CHERAFIR
TUVEN BAY
AMIEL PT.
HIREN BAY
LENIEL PT.
SERAN PT.
MELDERYNI CHANNEL

MELDERYN (South)

Map by Eric Hotz

One Hex = 5 Hârnic leagues (approx. 12.5 miles or 20 km)



MELDERYN (North)
KNADEL HIGHLANDS
ELORINSHIRE
NOREN
ANDERN
DELIN
THAY
HARDEN
GELK POINT
HORKA ESTUARY
LASTREN PASS
NOLAN BAY
CUJON
FELJAR HILLS
LENEDSHIRE
LYNON BAY
KORIN DOWNS
THICESUND
DYRIAMARCH
ABITAR
KESTRAN
KESTRAN BAY
GYTHRON
KEHNE BAY
NORE POINT
GULF OF DENINA
REFENOR
BIRENSHIRE
KNADEL HIGHLANDS
SALOREN
LEKON POINT
BAY OF HAULF
FEHNOM BAY
NUEM ESTUARY
FELSHON IS.
IKOSHIRE
IKOM
CHYREFAL
CAPE BREDAS
IKOM CHANNEL

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Map by Eric Hotz

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